

FIFA 2000 VS THIS IS FOOTBALL
HEAD TO HEAD, WHICH SHOULD YOU GO FOR?

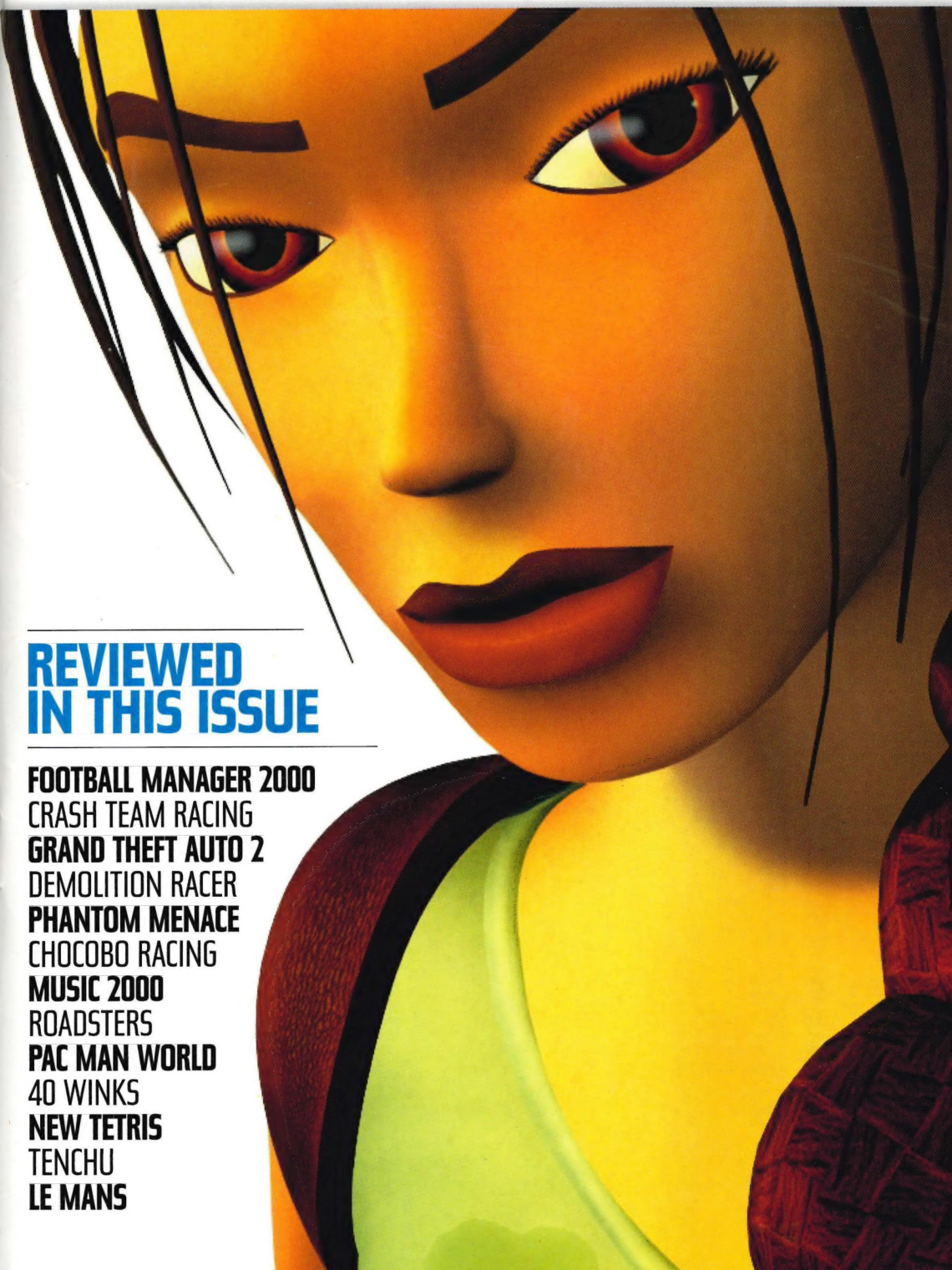


PlayStation

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REVIEWED IN THIS ISSUE

FOOTBALL MANAGER 2000
CRASH TEAM RACING
GRAND THEFT AUTO 2
DEMOLITION RACER
PHANTOM MENACE
CHOCOBO RACING
MUSIC 2000
ROADSTERS
PAC MAN WORLD
40 WINKS
NEW TETRIS
TENCHU
LE MANS

LARA

TOMB 4 SCORES A 10/10

QUAKE 2 GUIDE
KILL ALL GRUNTS TONIGHT

**TONY
HAWK'S
OWN TIPS**
'I WANNA DO A FRONT
SIDE STALEFISH 540'

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GET IN THERE!



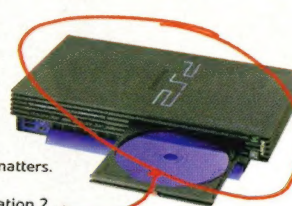
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We like being **1st** about the stuff that matters.
We were the first PlayStation mag.
We were first with our pictures of PlayStation 2.



And now we're the first to bring you - alright, **10** of you - **PS2** itself.
This is the biggest competition we've done and so felt it needed its own free magazine. Only one bloke could write it. Step up Paul Davies, the only British games editor to sneak behind the closed doors of the machine's first developers conference.
Paul's one of the most respected guys in gaming and is part of the top class team of games testers we now use.

We've also got Steve Key, who works for Goal and Max Power writing our football reviews and Al C who writes for DJ Magazine, well-equipped to test Music 2000 for us.



Last issue's new look meant that a few of you phoned Exchange Central and Q&A but thought the number was a premium rate phone line. Bullshit! Rip-off faxbacks and over-priced lines are for other mags, not PlayStation Plus. You can call any editorial numbers for exactly the same price as you'd call a mate in London.



'Cos we don't like ripping you off, here's another promise: our awesome competitions will cost you nothing to enter. Entry is on a Freepost envelope so no stamp is needed, you'll be phoned individually by Consumer Editor Steve O'Hagan if you've won and we'll get the prizes to you double-quick.



Finally, PlayStation is alive and well and kicking arse from here to Kingdom Come - check out our reviews and lava-hot news on Lara's very class newbie, GTA2, Crash Team Racing and Gran Turismo 2.
Same price, same laughs, more pages, more winners. Now who's complaining?



ADAM SMALLMAN, Editor

EXCHANGE CENTRAL

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PAC MAN WORLD
40 WINKS
NEW TETRIS
TENCHU
LE MANS

STRAIGHT TO THE HEART OF PLAYSTATION

FEAST YOUR EYES ON...

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100

MICRO MANIACS: THE BEST FUN FOUR PEOPLE CAN HAVE FULLY CLOTHED



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WORLD CHAMP TONY HAWK'S OWN TIPS ON HOW TO BECOME THE SKATEBOARDING KING



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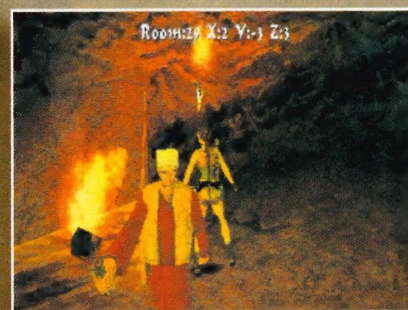
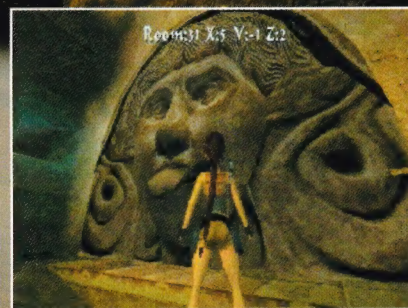
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08

TOMB RAIDER 4: WE GIVE 10 OUT OF 10 FOR LARA'S LAST REVELATION. FIND OUT WHY IT KICKS ASS



54

QUAKE 2 COMPLETE WALKTHROUGH



34

GET A FREE MEMORY CARD WITH FIFA 2000, £6 OFF CRASH TEAM RACING AND MUSIC 2000, TENCHU FOR £14.99

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£3000 WORTH OF GAMES, WATCHES, CAMERAS, CHEAT CARTS, DVDs AND MORE TO GIVE AWAY

VERBAL



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THE OTHER DIRTY DOZEN

I had a really good laugh at your '12 Ways to Spot a Crap game'. Some of your points are so true but I think you could have expanded it to 24. Here are another 12 ways:

1. Anything in Plus below 80%
2. There are huge purchase incentives on a crap game such as Electronics Boutique giving away 10,000 bonus points on it.
3. Game has it hooked up to their big screen TV on a busy Saturday and no-one is playing it.
4. My younger brother has started using the CD as a full circle protractor for his maths homework.
5. Demonstrators on home-shopping channels can play it... well. Uh-oh!
6. It appears on the shelves for less than £30 before any mag has reviewed it.

7. The spotty kid in the shop tells you it was the greatest game ever – but doesn't tell you he works on a commission.
8. Instructions appear to be translated from Latin by a particularly inept chimpanzee.
9. Three days after its release, swap shops have a restraining order forbidding anybody with a copy coming within half a mile of the shop.
10. Promotional releases say: 'You can now play the classic game from the Sinclair ZX-81'.
11. Any game endorsed by the Spice Girls.
12. Any game containing the words Ultimate, Extreme, Pants, Deoxyribonucleic acid or any other pretentious twaddle.

Remember, a bad game will haunt you for life!

Stuart Neill,
Newtonards, Co. Down

TEKKEN 3 CHUMP!

The Tekken 3 champ you had in your new issue needs a good kicking. He tells anyone who reckons they're as good as him not to get too cocky.

But listen to him! Judging by his moves, which anyone with half a brain could do, he's wide open for someone to take him down. I volunteer. And promise he'll crawl out of the competition begging for mercy and first aid.

Les Philips, Stafford, Warks
Yeah, and Steps are a class act.



MISSING THE POINT OF QUAKE 2?

I don't really read PlayStation magazines but flicking through your mag I saw the Quake 2 review. I must tell your readers that if they buy it they'll be very disappointed with it compared to Quake 2 or 3 on PC.

The look is not close to the PC version and you can't link them up to play across the internet. So, what is the point?

Neil Driscoll, Aylesbury, Bucks
Mmm, you sound a fascinating person. Design bar codes for a living?

WELCOME TO THE WORLD OF ABUSE

That twat Tony Durrige said all PlayStation girls are dogs. Say anymore about them being ugly and I'll stick a gun up your butt and pull the trigger so the next Neil Armstrong wannabe can catch your eyeballs.

Nathan Adshead, Shipton-on-Stour

A message for James Marsh.
WHAT ARE YOU ON? You look like you've taken an overdose in your

photo! Why on earth did you waste cash buying Dreams? Did you not see the review in Octobers issue of PlayStation Plus? 24%! You need a damn good spanking!

Don't bother insulting the editors. It's because of them that they make this wonderful magazine, OK? We hate you, don't forget that!

Tom Quigley & Joe psycho,
e-mail

IT DOESN'T MAKE CENSOR

Japan considers us a joke when it comes to censorship. There, they have games like Hentai and Time Stripper which feature naked sprites. Games which'll never be seen in this country because of censorship. Clare Redfield, Cybil Bennett, Jill Valentine or Lara Croft in the nude would be a poor excuse for nudity but there are a lot of gamers in this country who would appreciate the type of games the relaxed Japanese have to offer.

Quite frankly Mr Censor, we're sick of being treated like children. Moving on, all the hype Star Wars has had means it'd better be the best game ever made or a certain company is going to fall flat on its face with an embarrassingly loud splat!

Phil Wootton, the mouth from the South, Saltash, Cornwall

Er, did anyone hear a sound similar to Jar Jar tumbling naked from the fifteenth floor onto his big, fat gob? P16 for a blistering no-punches-pulled review.



WASH YOUR FILTHY MIND CLEAN!



I was watching my children play Silent Hill, which they were freely able to rent down at our local video store, and I was absolutely aghast. It is sickening that material of this nature can be allowed to fall into the hands of children. I ask you: what can be done to prevent our children coming into contact with filth like Silent Hill?

Mrs R Murray, Peterhead Simple. Don't prevent. Just wipe that filth clean off with patented cleansers such as this

THE NEW LOOK: S-CLUB 7 OR PLAYSTATION HEAVEN?

The new mag's excellent, much more lively than the old one. But the cover was a tad shite. Tell your designers to stop sitting with their thumbs up their arses.

Loz Caile, Durham

No, they can't work unless they do.

I read the November issue and was impressed. Not only with the new look but the kick-ass reviews and informative articles, especially Tomb Raider 4 and Resident Evil 3: Nemesis, both of which are looking hot. Playstation 2's looking pretty amazing-can't wait until September 2000. Love the magazine, keep up the good work!

Michael Hawkins, N. Yorks.

- 1) Excellent coverage of PS2. Keep it up.
- 2) Excellent Dino Crisis guide. Thanks.
- 3) Excellent competitions. Thanks.
- 4) CRAP new-look. Where's the compulsory games listings? SORT IT !!!

Mark Pilsworth, by e-mail.

What a great mag, I like the new look. But why did you change the rating process from percentage to out of ten. I prefer percentages, they're more exact.

Jamie Raisey, Croydon

What do I think of the latest issue? I'm lost for words because of the outstanding bloody thing. EVERYTHING about it is just, well...just.... I dunno, you can add something there that'll make it sound good.

Mark Haycock, Swindon

P.S Cheers for taking the piss out of my name last issue. Normally it's just hairybollocks.

THE BABEDOM CHART

Buffy is heading the Vote for the movie Lara chart so far with Catherine Zeta Jones in second place. Check out our newcomer on p130 and get your votes in quick smart.

My top Laras would have to be Sarah Michelle Gellar, Nici Gerrard, Catherine Zeta Jones, and last but not least (even though she's blonde), Heather Graham.

Joel Levitt, by e-mail

Sarah Michelle Gellar 10/10. Carrie Ann-Moss 0/10. **Matthew Smyth, by e-mail**



TORTURE-R-US

We're the only PlayStation mag to admit mistakes. It doesn't happen often, but when it does we punish those responsible in interesting and creative ways.

TWAT!

Editor Adam Smallman for fixing up a voucher worth £6 off Quake 2's retail price of £39.99. Except it then went on sale for £29.99, making the deal ultimately worthless.

TORTURE: he will eat Copydex and paper, clogging up his butt so it eventually bursts.

GOONER!

Coming Up Editor Rob Waugh for his brave attempt at identifying the cars in the Gran Turismo 2 preview. And getting eight out of 10 wrong.

LETTER RIGHTING

WHERE THE WORST VERBALS WASH UP

REMEMBER TO
TRACK HIM DOWN
ON THE ISLE OF
WIGHT...

RETURN TO SENDER

'CEPT THIS NEW
ARRIVAL

HMM, HAVEN'T QUITE
WORKED OUT THE
CLASS FROM THE
ARSE THEN, HUH?

YOU SHOULD BE SO
LUCKY, SADDO

WHY ARE YOU SO
DESPERATE TO TELL
US WHERE YOU
LIVE? USE CHAT UP
LINES LIKE OTHER
TWATS, OK?

Spotted by: Dave Kay, Cambridge

TORTURE: gearbox parts from a scrapped engine will be sewn into his scrotum.

SAPI!

Reviewer Paul Davies for getting his Sevens and Eights mixed up in the intro of his Final Fantasy review.

TORTURE: Diesel boxers to be filled with gravel and Swarfega.

KNOB!

Art Editor Jaime Smith for making the Call Us Direct telephone logo look like a Premium rate phone line, confusing everyone.

TORTURE: dessert spoon to be dipped in bleach and pressed against his eyeballs.

Spotted a mistake? Let us know.

THE BIG GA



TOMB

KNOW THIS



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NOVEMBER 26

1 PLAYERS JOYPAD, MEMORY
CARD, DUAL SHOCK PAD

THE BEST SITE TO SEE THE GAME IN ACTION
WWW.TOMBRAIDER.COM

Lara's saved the world before. Big deal. But in this, the ultimate Tomb Raider, she must face up to the gods and discover her own shady past

RAIDER 4

THE LAST REVELATION

PlayStation Plus

09

There's a giant chasm to the front, frothing wolves on either side and a giant boulder crashing down the tunnel behind you. You've got a split second to leap the gap, grab hold of the vine dangling in the darkness, swing over the pit of spikes and land next to the priceless treasure on the other side.

That's a day in the life of Lara Croft, even when she's aged 16, as she first appears in Tomb Raider: Last Revelation. It's non-stop action, mystery and danger. So far we've seen her recover the Atlantean Scion in Tomb 1, grab the Dagger of Xian from the belly of a dragon in Tomb 2 and recover pieces of the Comet of Vermuelin from around the globe in the third in the series.

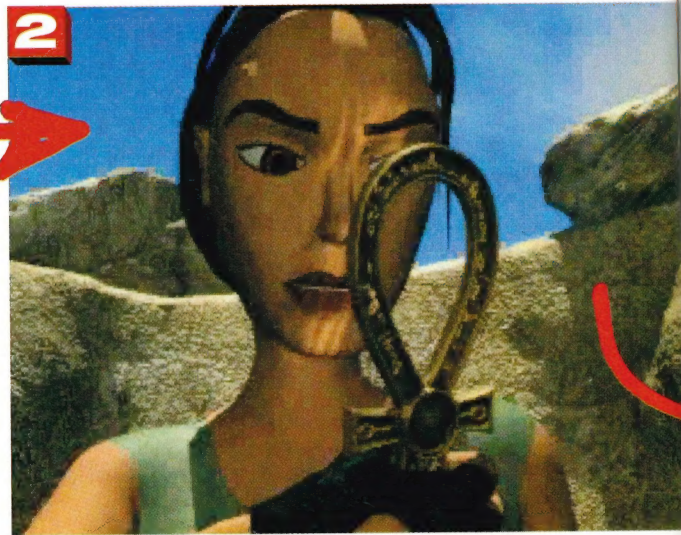
But for Tomb 4 she returns to her roots, to where she first learnt her trade: Egypt. Deep within the pyramids hides the ultimate treasure, the Amulet of Set. But fame and fortune aren't the only things bestowed upon her who removes the sacred talisman. Looks like a living nightmare's about to consume Lara's life and you're the only one who can save her. But beware, this is probably the toughest Tomb Raider of all.



1 ● Deep inside the tomb of Set, Lara grabs the ancient amulet



▲ Lara's poisoned so the screen distorts



2 ▲ It's only when she gets outside that she realises the damage she's caused

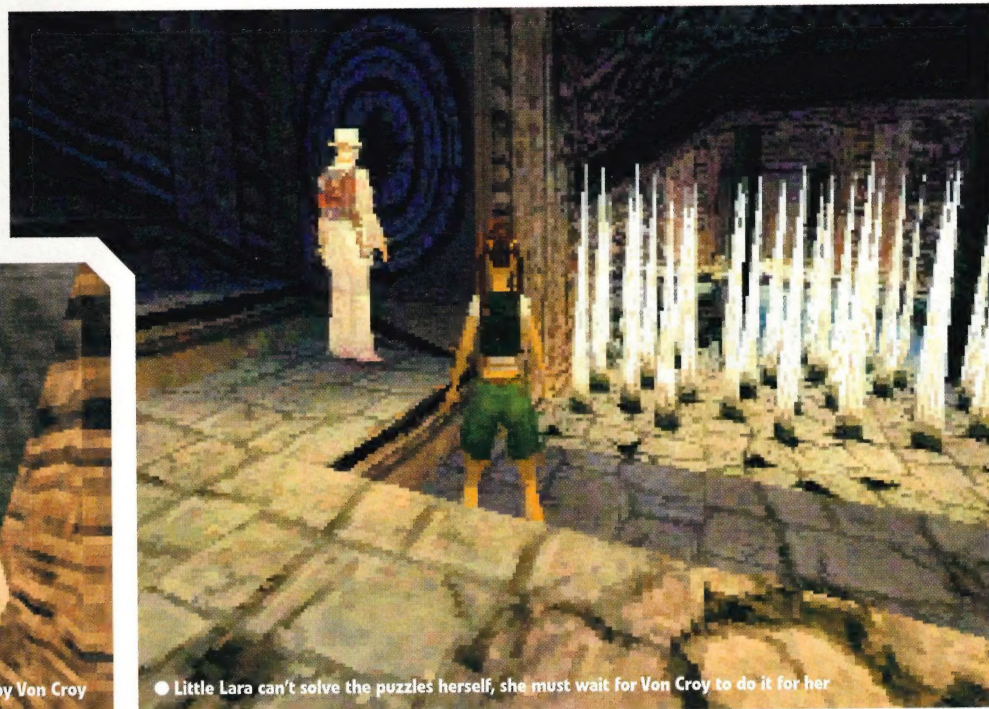
LARA AWAKENS SET, EGYPTIAN

WATCH THE 16-YEAR-OLD LARA LEARN HER TRADE, THEN WATCH ADULT LARA

Lara, aged 16: all cute pigtails, big eyes and schoolgirl innocence. This is where Tomb Raider: The Last Revelation kicks off, introducing Lara's roots and her teacher, Professor Werner Von Croy. The first two levels are a training ground, where Von Croy teaches Lara some moves and then challenges her to a race to reach the sacred Iris. Problem is, when Von Croy reaches the treasure he chooses to ignore the curse and is trapped inside the tomb for eternity. Or so Lara thinks...



● In the first level, Lara's taught the basics of tomb raiding by Von Croy



● Little Lara can't solve the puzzles herself, she must wait for Von Croy to do it for her



▲ In the second part of the training mission, Von Croy challenges Lara to a race for the sacred Iris



▲ Ignoring the curse of the Iris, Von Croy orders Lara to operate the mechanism which releases the orb



▲ Unlocking the Iris activates the curse, and the tomb starts to collapse, trapping Von Croy inside

MUMMY'S THE WORD

The first Tomb Raider was our favourite, mainly because the Egyptian story line was so gripping. Tomb 4 returns to the land of the Sphinx, as Lara breaks into an untouched burial chamber in a pyramid to steal the fabled Amulet of Set.

That's a mistake, because Set's an evil god, and nicking the amulet wakes him up. He brings with him a curse that threatens to destroy mankind. The story's carried along by some smart cutscenes and cool dialogue.



● Evil Set's been released into the world

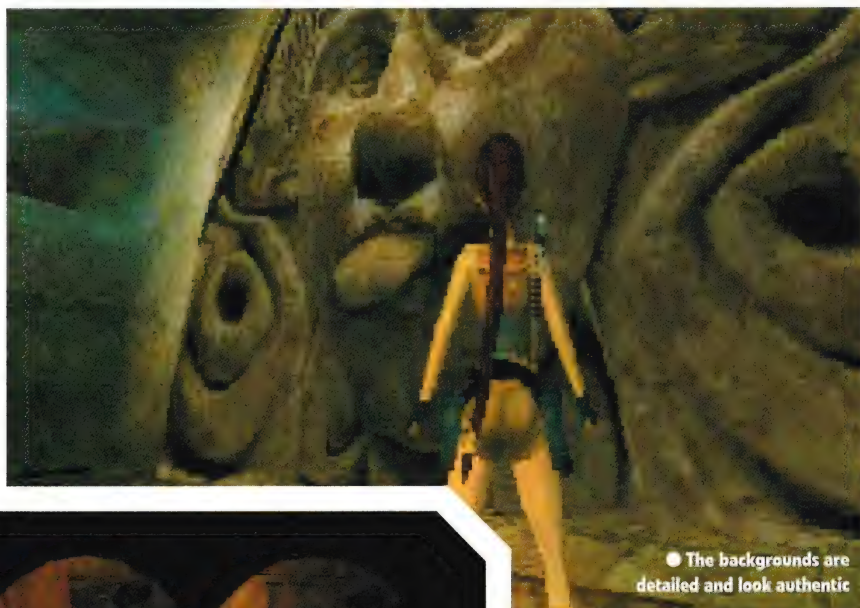


● The amulet's scratched, so Set's out for good

GOD OF DEATH!

MAKE THE BIGGEST MISTAKE OF HER LIFE!

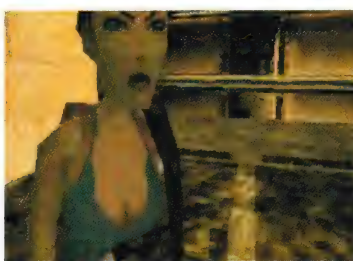
'THE CURSE STRIKES, AND VON CROY IS TRAPPED INSIDE THE TOMB FOR ETERNITY. OR SO LARA THINKS...'



● The backgrounds are detailed and look authentic



● Use binoculars to scope out distant bits of the levels



▲ Hold down the sprint button to leg it past dangerous obstacles

NEW STUFF

THE SKILLS THAT MAKE LARA SUCH A NIMBLE CHICK IN TOMB 4

You control Lara in exactly the same way as in the other three games. She can run, jump and swim, pick up and use objects, and crawl and climb. As in Tomb 3, she can sprint for a couple of seconds. There are also a whole load of new moves to get to grips with...

1 CLIMB POLES

Cute Croft looks sweet as she clambers up poles. Just stand next to it and press the action button to climb up. You can turn round while clinging to the pole and then spring off it backwards to get to platforms



▲ Use poles to reach hidden platforms

2 SWING ON ROPES

Lara can cling onto ropes in the same way as she climbs poles. She can then swing from side to side using the sprint button. This allows you to get to hidden bits of the game, so keep your eyes peeled for secret areas



▲ Swing to access secret areas

3 USE A CROWBAR

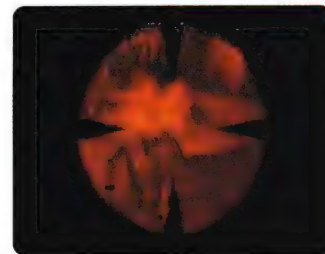
This grave-digging chick can use a crowbar to lever trapdoors open and pry objects from the walls. It's not the most subtle form of archaeology but hey, it works. Loads more fun than just pulling levers in the wall, too



▲ Insert the crowbar and pull hard!

4 COMBINE ITEMS

It's pretty basic stuff but it's new to Tomb Raider. Lara can assemble ancient artefacts, but more importantly she can combine different weapons, like the pistol or crossbow, with the laser sight to make it easier to aim



▲ Combine the pistol with laser sights

'THIS GAME IS FRYING MY BRAIN' LARA FACES THE TOUGHEST PUZZLES OF HER WHOLE CAREER

Get the key, find keyhole, use the key in the keyhole. The puzzles in the previous Tomb Raiders were nursery school stuff, but the ante's been upped for number 4. You still unlock doors and use objects to open up new areas of the game, but there's more focus on moving blocks

and matching up symbols, the kind of hardcore puzzling you were confronted with in Soul Reaver. Some of the levels are entirely puzzle-based too, like the tomb in which Lara is a piece in a giant board game, and one wrong move results in her gruesome death. Nasty.



● When you first play the more mature Lara, she's accompanied by a guide who helps her out



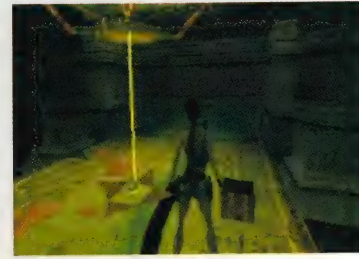
▲ The guide sets fire to the oil beneath the tiles to show you the path



▲ Some of the puzzles require fast reflexes as well as skill. Dodge the blades



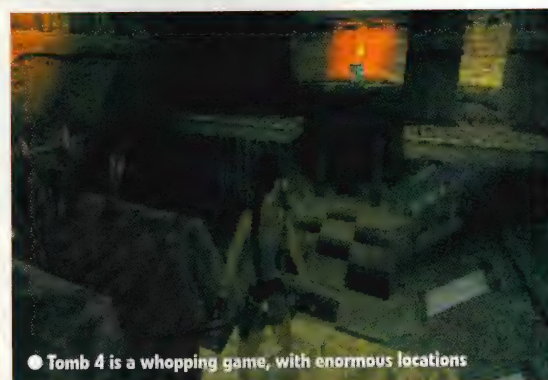
▲ Here, Lara can only escape by lighting each of the torches in turn



▲ Lara slots in the eagle statue, and a sunbeam shows the way ahead

IT'S SO BIG!

This is the biggest Tomb Raider game of the lot. There are a whopping 39 levels to wade through, and although they're not individually as big as those in Tomb Raider 3, they fit together a lot more smoothly. Lara's adventure unfolds like a movie, making it a lot more engrossing than the bitty Tomb 3. Because the levels are more compact, it's a lot easier to play – you won't waste three hours wandering around, trying to remember where to go. You can save the game at any point too, which is dead useful.



● Tomb 4 is a whopping game, with enormous locations

TOMB RAIDER PHWOAR

FIVE GOOD REASONS WHY TOMB 4'S A RETURN TO FORM FOR LARA

You were blown away by Tomb Raider 1. Then you were left feeling a bit disappointed by Tomb Raiders 2 and 3. But this one's going to bring back the excitement you felt when you were playing the first one. And here's a few good reasons why

CLASS GRAPHICS

What more can we say? This is the best-looking Tomb Raider, no questions. Lara's angular bod has been given a curvaceous overhaul, the scenery is sharper and more detailed



▲ The levels look amazingly sharp and detailed

BLINDING STORY LINE

Lara wakes up evil god Set, and gets reunited with the vengeance-crazed Von Croy. The two plots build up together into what's probably the most intense final showdown in any game ever



▲ The cutscenes are amazing, and really atmospheric



'LARA'S ADVENTURE UNFOLDS LIKE A REALLY ENGROSSING MOVIE'



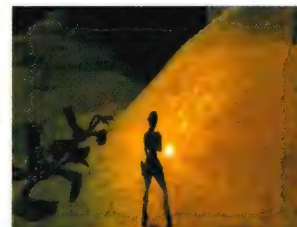
● Some bad guys cannot be killed. To get past this Sphinx you must lock it in a cage

IMPROVED COMBAT SYSTEM

You've got two choices when it comes to combat. First is the ponce's option, which is auto-targeting. You don't have to worry about aiming up before letting rip with your 9mm. Or there's manual targeting, a new addition for Tomb 4. Choosing manual aim makes it easier to switch between targets, so even though it takes a bit of practice, it's dead useful when you're being attacked by more than one enemy.



▲ Use the revolver with the laser sight to make a sniper weapon



▲ Lara's got a pair of pistols, two Uzis, a crossbow and a shotgun

IT'S EASIER TO PLAY

It's a lot easier guiding Lara through the levels. This is because the scenery's a lot smoother, so she runs across the rocky ground without getting stuck on tiny obstacles



▲ Lara can move around the levels really easily

BETTER PUZZLES

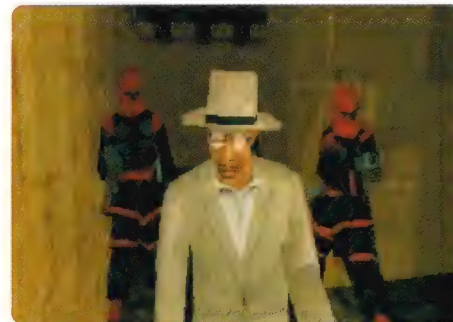
The puzzles involve more than just pulling levers this time round. Lara has to match hieroglyphics, solve logic puzzles and use the scenery intelligently to get ahead. Simple but effective stuff



▲ Balance the scales to get ahead. Tricky

INTERACT WITH CHARACTERS

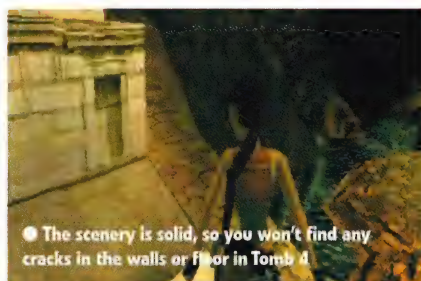
Von Croy's the first bloke Lara hangs out with, as he teaches her the tricks of the trade. The old git talks down to young Lara, but it's really nice to see other people in the game, not just in cutscenes



▲ Von Croy. The first guy you get to talk to



● In Alexandria, Lara discovers the Egyptian Adventure ride. She gives it a miss



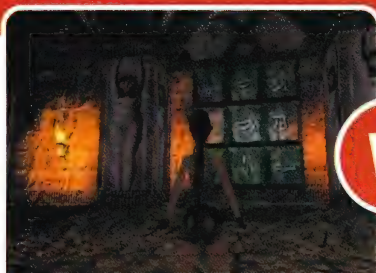
● The scenery is solid, so you won't find any cracks in the walls or floor in Tomb 4

IT GETS BETTER

SO HOW MUCH BETTER DOES TOMB 4 LOOK AND PLAY COMPARED TO TOMB 3?

When Tomb Raider 4 was being developed, the programmers reckoned it would be a 90% improvement over the last three. This is rubbish. On the surface, Tomb 4 looks almost identical to the last one, but it doesn't take long to appreciate the game's finer touches. For example, Lara's a lot curvier than before, and her bottom's even more pert. The levels look a lot more lush, with better lighting effects and smoother edges on the scenery – it's not all straight lines and square blocks like before, so the levels and stuff like ornate statues inside the tombs look a whole lot better.

TOMB 4



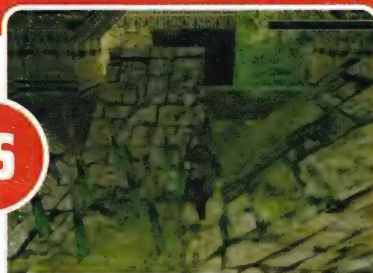
▲ The puzzles in Tomb 4 are varied, involving more than just block pushing



▲ The level of detail has been cranked up for number four. Check how sharp this is

VS

TOMB 3



▲ Dodge spikes, push bricks, put keys in locks. C'mon, Lara, you can do better...



▲ Compared to The Last Revelation, the levels in Tomb Raider 3 are blocky

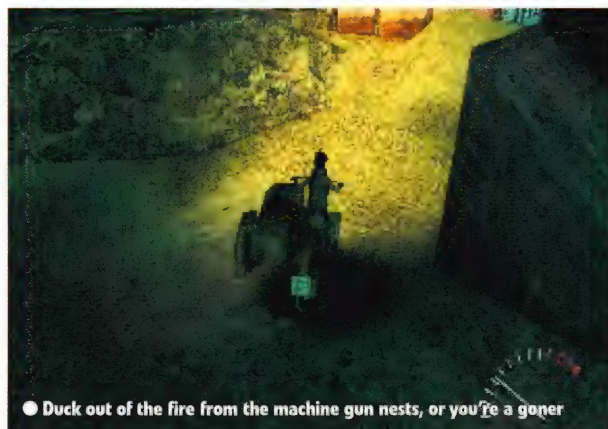
VS

CARS AND GIRLS

The first had nothing, number two had a SnoCat and a speedboat, and the third boasted a quad bike and a kayak. The vehicles in previous Tomb Raiders were a bit of a limp add-on, though, so they were difficult to control and there didn't seem much point to using them. That's not the case here: the jeep level's a car chase where you motor over the sand dunes of the Sahara in hot pursuit of your double-crossing guide. The bike stage is set in cramped city streets, with gunmen taking pot shots from every corner. Both the bike and the jeep handle really well.



● Lara climbs inside the jeep for a cool car chase sequence



● Duck out of the fire from the machine gun nests, or you're a goner



● The vehicles are crucial to the plot. They're not crappy add-ons

LIKE THIS? TRY THESE

Tomb Raider - Still a classic after all these years. A bargain at £20, too

Soul Reaver - Great-looking vampire adventure with awesome gothic atmos



PLUS RECKONS

It looks awesome, plays like a dream and has a plot that'll grip you by the balls from start to finish. Lara's return to her roots is near-perfect mix of full-on arcade adventuring and brain-straining puzzles. You will like it, and that's a guarantee. **Alex S**

10
OUT OF TEN

SOMEWHERE TO STORE ALL THAT ENERGY.

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BACKPACK WITH
4 BOTTLE CAPS**



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4 BOTTLE CAPS.** Simply collect 4 special
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KNOW THIS



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OUT NOW

1 PLAYER JOYPAD, MEMORY CARD,
DUAL SHOCK PAD



▲ Use the Jedi force throw to kill your enemies



▲ Dodgy graphics, especially the close-ups



▲ Incredibly frustrating Tusken Raiders

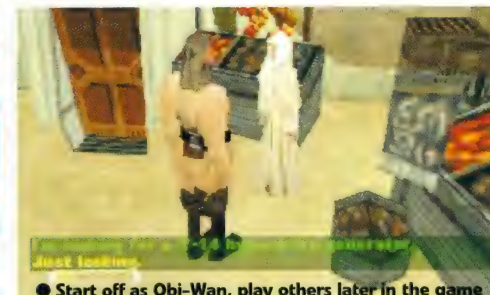
STAR WARS THE PHANTOM MENACE

It's worse than Jar Jar Binks and the Ewoks put together. Looks like The Force isn't strong in this one

You've seen Phantom Menace in the shops. You may have even bought it. But let's hope not, because this movie tie-in is one of the worst games on the 'Station this year.

It looks flaky, it's awkward to control and the levels are dull – too long and frustrating to play. Not even the über-cool Darth Maul can make this stinker look smart.

There are 11 tedious levels which follow the flimsy, almost non-existent plot of the film. As rookie Jedi Obi-Wan, your first objective is to escape the Trade Federation Battleship, land on Naboo and team up with Jar Jar Binks. Unfortunately, this is when things take a turn for the worse. Buy it at your peril, or if you're terminally bored.



● Start off as Obi-Wan, play others later in the game



▲ All the levels are linked by smart cutscenes, some are actually taken from the movie

'WHAT DO I DO WITH THIS LIGHTSABRE THING?'

This ain't just a straightforward shoot 'em up. You're tooled up with a lightsabre to begin with, used to deflect laser blasts or hack at bad guys. There are also pistols, rifles and rocket launchers lying around, as well as objects like keys and pass cards needed to solve the game's simple puzzles. You've also got to push blocks to reach other bits of a level and chat to other characters to find out what to do next.



▲ Lightsabre is used to block shots



▲ The big guns do some serious damage



▲ Characters give clues to your mission



▲ It's is nursery school stuff

SO FRUSTRATING

The Phantom Menace is annoying. Not just 'that's a bit crap' annoying, but 'JESUS CHRIST, I HATE YOU' annoying. The constant onslaught from the droids will do your head in, and getting Obi-Wan through a level when he keeps getting stuck on the scenery is pretty damn irritating. But when your mission is to protect those around you, such as Queen Amidala during the palace escape sequence, you'll chuck the controller down in sheer frustration. The other characters are all dumb-asses, wandering into the middle of firefights and then moaning when they're blasted. You'll be saying: 'Wait for me to take the droids out, you tit!'



▲ The Queen must escape alive, so protect her



▲ So she legs it into a firefight!

PLUS RECKONS

The opening sequence is enough to send a tingle down any Star Wars fan's spine, but, unbelievably, that's where it ends. A shocking waste. Alex

5
OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

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OUT NOW**

1-8 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MULTITAP

While football takes a 'well-earned break' over the festive period, you can satisfy your own personal hunger for the game on your PlayStation. Enter FIFA 2000. Like all the FIFA games, it's really easy to get to grips with. It's nice to look at. But the question is, does it have the class to come out top of this season's PlayStation football games?



It's got slick moves, and good looks

The granddaddy of all football games sets out to prove there is life in the old dog yet

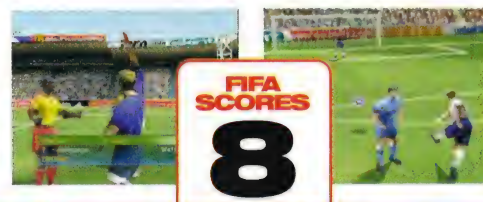
FIFA 2000



You can pit any two sides against each other

MILLIONS OF OPTIONS

The number of options and bits to fiddle with in this game are second to none. You get four pre-set cups, and the chance to create custom ones with as many teams as you like. You get a league mode too which is also fully customisable. You get the full quota of international and club sides and the ability to stick any two sides against the other and all of the player names are real as well. Except that Ronaldo is simply known as number 9.



VS

WHAT YOU GET

Compared to This Is Football, FIFA comes out on top because its presentation is so much better

KNOW THIS



PAY NO MORE THAN:

**£39.99
OUT NOW**

1-4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD, MULTITAP

The makers of This Is Football have taken on board lessons learnt from other PlayStation footy games, and they've added a few ideas of their own. It's got all the teams, and it's got all the players. But it's up against some pretty fearsome competition from FIFA and ISS. Can this new kid cut it with the big boys?



It looks reasonable

THIS IS FOOTBALL

It's been years in the making. It's got all the teams, and it's got lots of the best features from other games. But is it actually any good?



There's loads of nice touches



Can This Is Football cut it?



There's loads of sides in This Is Football

LOADS TO DO, BUT...

It's a little weird at first. Once you load up the game, it looks as though you only get the international teams to use. After a bit of probing though, you'll find the club

sides tucked away out of sight, which is a bit annoying. The standard game modes are all catered for, and there's a rather nifty trophy cabinet which lets you keep tabs on everything you've won so far. Obviously, the more you win, the more hidden extras you uncover, but the number of extras doesn't quite match FIFA's awesome selection. Match of the Day's Clive Tyldsley is the commentator and at least he does a good job of sounding excited, which is a nice change.

IT LOOKS SHARP AS A TACK

Every time they release a new FIFA, they say it's got state of the art graphics. Compared to FIFA 99, they have a point with 2000. The players look solid and although animation is not all that, at least they actually look like they belong on the pitch. There are a batch of close up sections too, like when you see players moaning at the ref after dodgy decisions or celebrating goals. These look OK, but the players still have pointed elbows and legs. The kits are spot on though.



8



▲ Slotting in goals is a piece of cake



▲ Getting to grips with FIFA is no problem

SHOOTING IS CHILD'S PLAY

What's the point in having a game like this if you have to sift through pages and pages of manuals just to find out how to shoot the ball? Answer? None. So how easily can you sit down and bash in the goals in your first go of FIFA? Well, very easily to be honest. Get used to using the triangle button for dash and you'll be well away. Shooting is a piece of piss, as all you have to do is whack the button and you get curve and the same amount of power anyway. Even your old man could master this.



▲ Moving the ball around is simple



▲ Play rockets back and forth

EYE-POPPING GRAPHICS

It's a lot closer to call this one, but we have to give FIFA the edge. It's jerky in places, but it's got some nice moves and the details are really sharp



▲ The animation's a bit too jerky



▲ The camera angles are rubbish

IT LOOKS SLIGHTLY SNIFFY

The way the players move and kick the ball is a bit slow and rigid, and like FIFA, you never feel totally in control over what is going on. The stadiums have been excellently recreated though, and you'll easily spot the more famous landmarks from around Europe, like the soon to be demolished Wembley and the San Siro in Milan. The real flaw lies within the in-game cameras. You can tell that TIF's visuals don't match up to those of FIFA, because you never get in close enough to see the players properly. You can't ever zoom right in unless you use the replay mode and when you do, you see why. The players in TIF look deformed, to put it mildly. Their heads don't actually look like they're attached to their necks, just kind of stuck on with a toothpick. Oh dear.



▲ The cameras keep their distance

EASY TO PICK UP

Both of the games use simple control methods but have enough trick moves and feints to keep you interested once you've picked up the basics



● It's really easy to get into



● Shooting's really easy, too



PIECE OF CAKE FROM DAY ONE

Ahhh, now we're talking. Any old PlayStation gibbon will be able to pick this up and within five minutes be stroking the ball all over the pitch as if they were the new Brazil side. Racking up goals is pretty simple, too. It more than matches FIFA in the simplicity stakes, and it even has a similar button layout as well. The shoulder buttons are also used for trick moves, which are handy should you fancy trying something a little bit different once you've clocked all of the fundamentals..



YOU JUST KEEP SCORING GOALS



This is where the big talking point lies. Do you go for hardcore realism where you maybe get one or two chances per match, or do you make it so that it's an entertaining goal feast? FIFA is most definitely the latter. Scoring is so easy it verges on the ridiculous. On one player, unless you whack the difficulty up to Professional or World Class (instead of the default Amateur setting), you'll find yourself beating Barcelona 9-0. And that just doesn't happen. The little turns that players do and the animations on shooting, heading and passing are right on the money, though.

FIFA SCORES

7

▲ The action never slows down

PLAYER MANAGER

This is where it starts to get complicated. Scratch the surface of FIFA and you'll uncover a small, but neat management section which lets you be a kind of player-manager. FIFA has an on-the-fly tactics switch. Basically, you have three pre-determined tactics and by hitting select, you can flick between them. It lets you bung players forward in the last ten minutes, without having to pause the game and make loads of substitutions. It's a really nice touch, and really adds to the game.



FIFA SCORES

7

▲ Tactics switch. Nice

IT'S A SLICK LITTLE GAME

Some of the little things here have just as big an impact as the main features of the game. The colour of certain players' hair, and certain players' lack of hair, is absolutely spot on. Physical attributes like Petit's flowing locks, or the collar turned up on Dwight Yorke's shirt are likewise from the top drawer. There's a load of different celebrations, some of which are really surreal, and some of the trick moves and feints are smooth beyond belief.



FIFA SCORES

7

● The celebrations can get pretty weird

LIKE THE REAL THING

Stuff like players putting in the odd dodgy cross and the fact that headers actually look like they're contested give this one to This Is Football

T.I.F. SCORES

8



● The goalmouth action's a bit more real

A LITTLE BIT MORE REALISM

It's realistic in places. You very rarely get through to a one on one with the keeper, and even if you think you've broken free, the defenders are onto you in a flash. One thing that can be annoying, but you have to admit is very realistic, is players putting in dodgy crosses. Most of the centres the winger put in when we played went straight at the goalkeeper. That is something you'll get in the real game, but it can get extremely frustrating when you're playing. But the realism of this feature is ruined by the fact that the goalkeepers always punch into the same spot after a bad cross – right back to your winger's feet!

TALK TACTICS

FIFA has this one well and truly licked. TIF has nothing to touch FIFA's instant management option

T.I.F. SCORES

5

Again, TIF falls flat on it's face compared to FIFA because the tactics are chosen at the start of the game, and unless you've got a big TV, you won't be able to read the option. You can only alter them in-game through pause menus. But how much you'll actually use 'instant tactics' in this game is open to question, because the tactics you choose off the menus don't seem to alter how your team plays that much. The players' speeds are quite noticeably different though, so you may want to jiggle your tactics about so that you can match your top strikers up to the slower defenders and get some easy goals.

TACTICS? WHAT ARE THEY?



▲ The tactics screen. Not that easy to use

NICE TOUCHES

This Is Football wins thanks to a few little touches which are miles beyond anything in FIFA

T.I.F. SCORES

8



● There's some nice moves

MAGIC MOMENTS

This Is Football is littered with little extras that show quite a bit of effort has gone into this game. One of the best things is when you try to slip a through ball behind the back four. They always throw their hands up, Tony Adams-style, in an attempt to play the offside trap. You'll notice more of these touches during play.

NON-STOP GOALMOUTH ACTION

It's what the game is all about at the end of the day. As mentioned briefly elsewhere in this review, sticking the ball in the back of the net in FIFA is incredibly easy. It doesn't matter if you're two yards out or twenty, a simple tap of the shoot button and a bit of direction is enough to send the ball goalwards. Sadly, you'll end up scoring a lot of similar goals which is a downer, and the sheer amount of goals you score will eventually get pretty annoying.



FIFA SCORES
6



FIFA games always sell well regardless of how much mags slag them off or praise them. However, this version of FIFA is probably the best of the recent updates. It seems a lot more together than the previous versions, certainly more so than FIFA 99. There's loads to do and fiddle about with, and of course you have that eight-player option, so you can just about get the whole of your team playing away in your front room. If a pick-up-and-play kickaround is your thing, this is a fine choice.

HE SHOOTS, HE SCORES

During all of our hours of playtesting This Is Football, we never saw more than five different kinds of goal you could score. Dops



T.I.F. SCORES
5

THERE'S NO VARIETY HERE

You certainly have more control over your shots in TIF. Not necessarily in the placement department, but more to do with the power. The shot bar is divided into three, and fills up depending on how long you hold the shoot button down for. Be warned however, that anything over the second marker will send the ball all the way up to row Z. But in the hours of play we clocked up, there only seemed to be three or four different kinds of goal you could score. That's not a good thing.



PLUS RECKONS

FIFA looks good, but is a little jerky in places. It's fast, plays OK and is the best of this season's titles. But only until ISS Evolution comes out. **Steve K**

7
OUT OF TEN

PLUS RECKONS

This Is Football suffers from a lack of speed, the set plays are limited, and there's only four ways to score. Well disappointing. **Steve K**

6
OUT OF TEN

Great things were expected of this game, and to be brutally honest, it has failed to deliver. There's nothing here that sets it apart from the other football games in the market and it seems to be content to sit in behind FIFA but just in front of say, Three Lions in the football game market. The speed is the biggest let down. We all want to play the fast English-style game, but TIF runs at the snail's pace of an Italian match with all the enjoyment of a turgid Division 2 washout. Nice intro though.



KNOW THIS



PAY NO MORE THAN:

£34.99
OUT NOW

1-4 PLAYERS JOYPAD, MEMORY CARD, MOUSE

MUSIC 2000

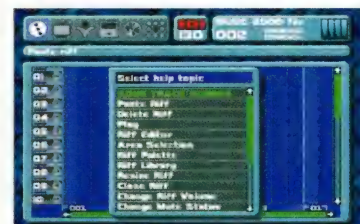
The next tide of underground dance and full-on bangin' choons could flood up from PlayStation owners running Music 2000

When Music first arrived last year, it was voted as the Playstation's most exciting and original game. At last, it was possible to make proper beefy dance beats on a machine that anyone could afford.

It had loads of ready-made music loops that you could mix and match and use in your own productions. That feature was cool, but wannabe Fat Boy Slims or Damon Albarns came into their own with the riff editor feature. This let you take existing loops and tailor them to your own specifications. On paper, this sounded neat.

In practice, it could quickly feel like boring exams again – just too much grief.

The makers of Music have listened to all the criticisms and have produced this completely re-invented version. Music 2000 is loads easier to use. And if you're tone deaf and think the Chemical Brothers is your local pharmacy, you'll still manage to bash out floor-filling dance tunes within minutes. Here's why.



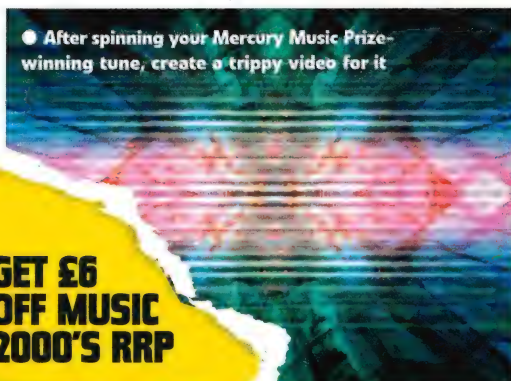
▲ There's a Help Menu if you get stuck

▲ Those who aren't into dance music won't be disappointed. You can make rock or indie music

PINCH SAMPLES FROM YOUR CDS

Music 2000 has a number of new bits included as well as major tweaks to existing stuff. The way you lay out samples and riffs has been seriously simplified, the quality of graphics available to you when making your own video has been expanded enormously and there's the new mega-addictive Music Jam mode.

But the most significant change Music 2000 has for future dance music heroes is that you can record your own sounds, such as drum loops, vocals, effects or whatever, from a CD. These can be trimmed and added to your own track. There's 15 seconds sampling time, and this could see a new breed of producers rising up the ranks with big underground credentials. But it's a shame you can't record from other external sources.



● After spinning your Mercury Music Prize-winning tune, create a trippy video for it



▲ After making a track, the hardcore can hook their PlayStation up to a proper MIDI studio and tweak it more



▲ A track might be ready, but you need that elusive bangin' drum. Just nick it from your fave CD!

JAM TO BE AN INSTANT BAND

Up-and-coming music producers are bound to be impressed by Music 2000's sampling capability but for your usual on-the-street lad the awesomely entertaining Music Jam mode is where it's at. In it, up to four mates can get together, load up their own music template like drum and bass

percussion, techno chords or indie guitars and together play away. Even if you're a bit hammered, this doesn't matter much 'cos the game puts the stuff in all the right places for you. Save your efforts to a Memory Card if you want to, ready for an embarrassing review sesh the next day.



▲ Use this controller to choose a riff template

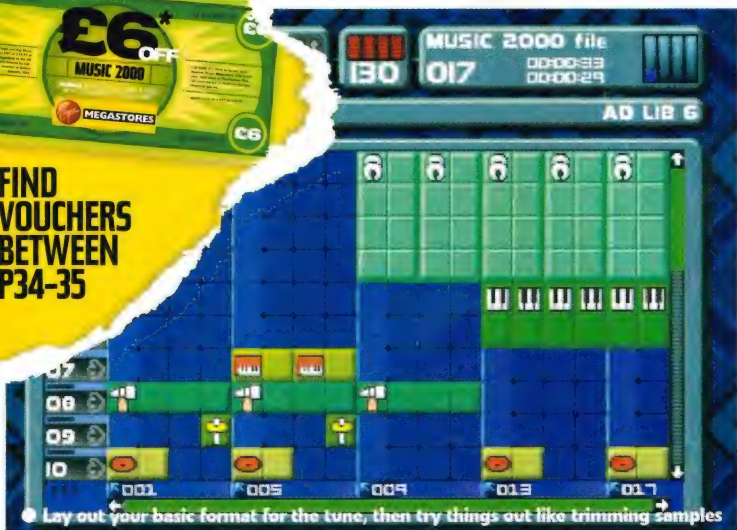


▲ Now create your own impersonation of Blur

GET £6 OFF MUSIC 2000'S RRP



FIND VOUCHERS BETWEEN P34-35



● Lay out your basic format for the tune, then try things out like trimming samples

PLUS RECKONS

Music 2000 could've been a sloppy sequel but instead is a cool tool. It's a gotta-get for those who love music. Just don't expect to sample from anything other than CDs. Alex C

9
OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

£39.99
OUT NOVEMBER

ONE-PLAYER JOYPAD, MEMORY CARD,
DUAL SHOCK PAD



▲ The look is as smooth and solid looking as Anna Kournikova's bum



▲ Switching between vehicles comes about via flipping to a convenient map side menu



▲ A stricken flying machine spirals gracefully to its demise. Sucker

WAR OF THE WORLDS

Alien minds immeasurably superior to ours are threatening Victorian Britain in this dapper thinking man's shooter

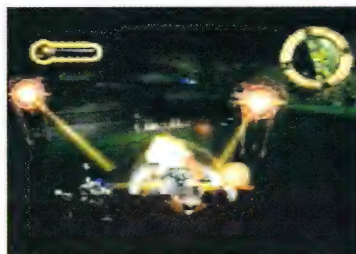
There is a rotten concept album that your dad probably listened to called War of the Worlds. But don't let it put you off this damned class game.

To the layman, War of the Worlds may appear to be a forced genetic cross-breeding of Vigilante 8 and some dodgy Channel 5 Friday night B-Movie, but it's got plenty of brilliant gameplay features cunningly concealed up its sleeve. Just

think stalking weird silver tripods, swarms of chromed flying machines and the ubiquitous death rays hassling mankind into an early flame-grilled grave and you've got the picture. This is a strategic war at its finest, with your turn-of-the-century soldier hero taking the wheel of a range of vehicles from humble lorries through to captured alien attack ships as he desperately attempts to stem the relentless alien tide.



▲ Victorian England is your battleground



▲ You can turn the Martian's own gear on them

ENCOUNTERS OF THE THIRD KIND

The invading fleet of homo sapiens haters have an unsurprisingly wide choice of death-dealing toys to bring to bear on humanity's soft, squishy bodies. Wanton destruction is naturally top of their shopping agenda, meaning that they'll often ignore your flimsy vehicle and stomp about burning down the landscape and trampling panicky civilians underfoot. This leaves you free to daringly zip between their legs like a true tough guy. This has enough Technicolour violence to scare the living daylight out of you.



▲ The Scanner war machine has a charming metallic afro, but packs a nasty punch



▲ Some shiny Star Wars clones think they're king of this particular hill



▲ Lock these flying, squid-faced scumbags in your crosshairs



● Friendly vehicles left to their own devices pop off shots automatically

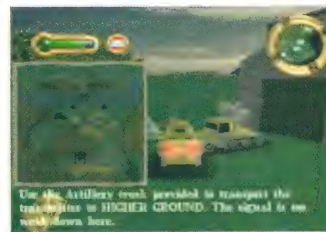
CHEW ON THIS!

IT TAKES MORE THAN DOUGHTY ENGLISH SPUNK TO SEE OFF THESE TRESPASSERS

It's not all just jolly bullet-spraying because certain tactical objectives have to be achieved while dodging the fizzy orange death rays. The struggle against superior technology means that factories need to be staffed with press-ganged workers who you round up and put to task making better weapons and equipment with captured Martian goodies, while supply routes from the sea and canal system often require protection from constant bombardment during the course of a mission.



▲ The vulnerable supply truck needs better protection than this



▲ Your forces' movements rely on effective communications

PLUS RECKONS

War of the Worlds is a polished mix of driving, blasting and strategy. It's a bit samey when all you're using is your trigger finger, but stick with it and the variety in gameplay really shines through. **Christian**

8

OUT OF TEN

KNOW THIS



PAY NO MORE THAN:

£39.99
OUT DECEMBER

4 PLAYERS MEMORY CARD, MULTITAP
DUAL SHOCK PAD



▲ Hit the power-up to jump up and speed



▲ Pass through the invulnerability



▲ Watch out for winding corners, you'll fly off the edge



▲ One-player's better than your average racing game

CRASH TEAM RACING

Fun-packed, four-wheeled frolics with the 'Station's favourite furry friend that will keep you hooked

Wise man with white beard say: 'wait long enough for a bonzer cartoon race 'em up with a pretty handy four-player mode, and one will come along'.

Well, the waiting's over. Our patience which has suffered the likes of Running Wild and Speed Freaks, both more fanny than funny, has finally been rewarded. Here at last is a game that can *really* go up against Super Mario Kart in the fun stakes – thank Crash for that. As soon as you clap thumbs on CTR, you'll be hooked. You'll be speeding around one of 16 obstacle-field

courses, when someone drops a crate of TNT in your path – BOOM! You're dogmeat, pal. No matter – you've got a tracking missile in reply and that speed-up will gain you precious extra seconds too! Anything can happen – and it usually does. Correct us if we're wrong, but that makes for a good game.



● Crash canes the bear with poison



● The tracks are chokka with challenges. You'll be racing around when a bomb suddenly flares off in your path. This is James Bond-style racing thrill

ADVENTURE MODE

GOING SOLO WITH KILLER PLATFORM ACTION

Racing games are supposed to be pants in one-player, and yet there's not the faintest whiff of gusset about CTR. What gives? The adventure mode, that's what. Combining elements of racing with the traditional Crash platform action, you travel around an arena, take part in races, win 'em and collect booty. It's hardly rocket science, but it does mean Crash doesn't need to wait to be wheeled out until you've got a posse of mates to entertain.



▲ Adventure mode: this is where it's at when you're going solo



▲ Recognise him? That speed devil will guide you around the arena



▲ And this is your cue to race for prizes



▲ Victory is yours. Now go for it again

'TASTE MY GRENADE, LADY BOY!'

IT'S PAYBACK TIME IN MULTIPLAYER

If you do suddenly find yourself with a pack of braying friends who want FUN! Then Crash won't disappoint. Jettison that one-player exploring lark in favour of good old seat-of-the-pants racing. Chuck a poison beaker at the mate who didn't get his round in, ram the lairy bloke off the road, show the smug bastard how it's done. Speed to your heart's content or until you crash and burn. It's a total blast.



▲ This is the standard race – hellish excitement of poison, power-ups and monster tracks



● CTR is loaded with mammoth tracks you can explore



● Speed, thrills and spills. What more do you want?

PICK UP AND PLAY

Remember, if it's straight-up racing you want, you don't want Crash. For a kick-off, it's a tad on the slow side. Wipeout 3, this definitely ain't. Neither will you spend hours perfecting your powerslide – but then, do you want to? You'd probably prefer to plug in a game that gives your brain a rest and lets your fingers do the talking, well, this is it.

TOP TRACKS – ALL 16 OF THEM

Since we wuz little nippers, games have become bigger. Maybe that's why CTR boasts an impressively massive 16 courses, each one brimming with the kind of speed-ups, power-ups and weapons you'd expect from a game like this. And what's more, they're mammoth, explorable courses – bombs, dynamite, Venus fly traps and all. In other words, a guaranteed one-off.



▲ Jump over jaw-dropping gaps



▲ Cross these Chevrons and your speed almost triples

GET £6 OFF CTR'S RETAIL PRICE NOW!



SAVE CASH WITH THE VOUCHER BETWEEN P34-35

LIKE THIS? TRY THESE

Crash Bandicoot 3
Premium quality platform action from Crash and co.



Speed Freaks
Cute big-eyed freaks race it out. Fast, but a bit basic.



PLUS RECKONS

Colourful, kiddy and fun. All the good qualities you'd expect in a Mothercare toy, but this carnival aspect is probably not so great in a video game, right? WRONG! CTR is all of these, but it's just about the best fun your fingers are capable of. Buy it! **Andrew**

8 OUT OF TEN

KNOW THIS



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1 PLAYER JOYPAD, MEMORY CARD,
DUAL SHOCK PAD

PAC-MAN WORLD



▲ During the quest mode, you select your level

Twenty years on and Pac-Man's still gobbling power pills and playing kiss-chase with ghosts. But now you can get 3D



● Silver Pac-Man sinks in water



● The power pill and ghost elements of classic Pac-Man are in the quest game

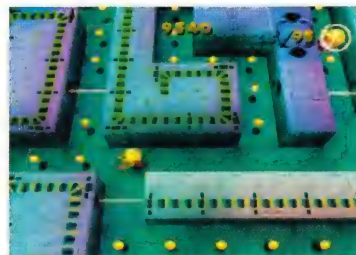
THREE LIVES IN MAZE MODE

Most of you know what this Maze mode is. Whether it's the basic 'classic' game or the jazzed-up 3D version, you run around a lots of similar-looking mazes, eating pills, running away from ghosts and collecting fruit. There are four power pills on each level: when eaten, you can then give the

ghosts a taste of their own medicine, gobbling 'em to get extra points. Apart from the graphics, the only difference between the two is Pac-Man can take three hits before dying in the updated game and only one in the original. He's obviously got tougher with old-age then.



▲ Classic Pac-Man looks rubbish but plays OK. There's a few challenges, though



▲ The new 3D version looks a whole lot smarter but plays the same

PLUS RECKONS

The quest mode looks sharp, the gameplay's fun enough, but like the original, it's pretty basic stuff. If you're after straightforward platforming, then this is neat enough. **Alex**

7

OUT OF TEN

A lot can happen in the time it's taken Pac-Man to make it on to PlayStation. Chances are you weren't even born when this bubble-butt first hit the arcades, and in those two decades nothing has changed.

Pac-Man runs away from the ghosts, he chomps on a power pill, he chases after the ghosts and runs away again. Repeat until boredom sets in.

Pac-Man World's the 20th anniversary tribute to the original game hero, so for your hard-earned cash you get the dead ugly original game, a better-looking 3D update of the same pill-gobbling maze 'em up, and an all-new quest mode.



▲ In Quest mode, you choose one of six different worlds

QUEST MODE

POWER PILLS IN SIX DIFFERENT 3-D WORLDS

Quest mode is essentially a Pac-Man platform game. It's set in a proper 3D world, so you can run in and out of the screen, as well as to either side. There are power pills to eat and ghosts to avoid, but most of your time is taken up swimming through shark-infested waters, bouncing across enormous chasms using trampolines and grabbing a load of brightly-coloured power-ups which open up another of the six worlds. The aim of the game is simple: kill bad guys, collect fruit and finish levels to notch up a new high score.



▲ Classic platform action: jump on the ghost



▲ Pac-Man can jump, throw power pills



▲ The six worlds include a pirate level, space world and a haunted mansion



▲ Sometimes the 3D is a bit confusing, and you'll often lose lives

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DUAL SHOCK PAD.

Crime, carnage, cars, and then crime again. This 18-rated felony-fest turns you into become the most prolific perpetrator this side of Alcatraz

With the heat on your tail and a fat delivery bag of Bolivia's finest nose candy under the dash, you screech round a corner, crushing a hapless pedestrian under your wheels and wonder why something so wrong feel so right.

GTA2 turns you into an antisocial, irresponsible, sociopathic, sadistic maniac. What is it that makes committing more crimes than the Krays dreamed of such a good laugh?

You cruise an unnamed lawless city in stolen cars where crime means points. Rack 'em up when you prang a passing Porsche or run someone over. Do a 'job' for one of the city gangs and you get loads, as this is where the really juicy felonies are to be had. Enough points and you move onto the next of the three city zones.



● You'll find the Russian Mafia don't mess around

COOL AND THE GANGS

There are seven gangs at war in the city and it's up to you to decide who to work for and when. But you'll have to earn their respect before they offer you even a toilet cleaner's job let alone a firebombing mission. Torch a Russian Mafia hideout and the Hare Krishna gang will respect you. Waste some Yakuza and you'll get the Loonies offering you work. Trouble is, get respect with one mob and you'll end up on the hit list of another.



● Coloured arrows lead to the gangs



● The Redneck gang rule a leafy turf



● It's payback time for the cops as the SWAT team takes you down



● Bonus levels can be found. Destroy all of the ice cream trucks in this one for a hefty score



▲ There is plenty of exploring to be done

BIGGER AND BADDER THAN BEFORE

Everything's more or less the same as the original except bigger. There's more city to roam, more vehicles to jack, and more missions to complete. You'll tail a snitch, firebomb a gang's headquarters, assassinate a rival gang lieutenant. But although missions are plentiful they can become a

tad repetitive. Go to A, kill/steal/destroy B, go to C, and so on. Tunes on the radio change as you travel between areas and some of the commercials are a top laugh. Though the graphics have been tweaked they still have that crude 'don't care 'cos game-play is king' feel.



▲ Among the improvements in the graphics are the beefed-up explosions

'WE NEED MORE BODY BAGS'

GTA2 pulls no punches in the bad taste department and you won't win the Nobel Peace prize playing this game, that's for sure. Like a bungled US military intervention, it's Joe Public that suffers the most and in the course of your criminal career, reams of innocent civilians will inevitably

kick the bucket. You'll mow down passing pedestrians as you flee from cops, or use their crushed bodies to lure that ambulance you have to steal. Then again, maybe you just like the thwack of their skulls on your windshield and the mangled mess they leave behind. Sicko.

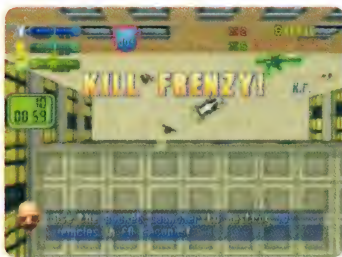


● Pile up corpses for points in this bonus section



● The ambulances that turn up to shift the stiff make convenient getaway cars

KILL FRENZY. INDULGE YOURSELF



▲ Get a Kill Frenzy token and slaughter innocent civilians for a mega bonus score



▲ One rocket launcher, 10 vehicles to total, and 60 seconds to do it in in this Frenzy



▲ Rockets make short work of anything. Only two more cars and the bonus is yours



▲ So what if scores of civilians lost their lives? It's the points that matter

'CENTRAL - OFFICER DOWN'

A lone law maker should be no worries for a hardened cop killer such as yourself but piss the pigs off too much and you might find a SWAT team or the FBI deployed to bring you in - dead or alive. Cause some serious chaos and you'll get the army declaring martial law and really laying some heat on your behind. Better be ready.



▲ Bring 'em on! Picking off pigs can be a doddle until the SWAT teams show up



▲ If the law does get you, don't worry. Bribe 'em and you're away



● Police roadblocks look good but wouldn't stop a pram, let alone a dump-truck

PLUS RECKONS

No wonder GTA2's an 18 cert! This game shows us up as rabid repeat offenders. Dodgy morals, but when it's this much fun who cares? **Steve O**

8
OUT OF TEN

KNOW THIS



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£34.99
OUT NOW

1 PLAYER JOYPAD, MEMORY CARD,
DUAL SHOCK PAD



▲ These cute little green guys are Hoodwinks – smack them



▲ You can use first person mode to scan around for potential threats



▲ Even the heavyweight boss monsters are more Godzuki than Godzilla

40 WINKS

The cutest 3D adventure around is so sweet it'll delight your little sister and keep your dentist in work for months

The stuff of dreams, 40 Winks is to PlayStation what Jar Jar Binks was to Phantom Menace. It's clever and well realised but sickly sweet enough to turn your stomach.

Unfortunately, really, because underneath the twee exterior is a pretty cracking game. It plays like Medieval minus the evil. It's a colourful 3D arcade adventure set in the sort of places little children apparently dream about, such as haunted houses, an underwater world, and outer space. The whole point of the game is to save the 40 Winks, fluffy little creatures that stop

you from having nightmares, from the bah-humbag Mr NiteKap who has kidnapped the lot of 'em. You play one of the barely-off-the-bottle twins Ruff and Tumble and can rescue the Winks by searching in your dreams. You'll be a pansy if you think this sounds cool but, when your mates aren't around, you might find yourself enjoying it.

There are loads of monsters to bash, items to collect and tricky jumps to make. Sub games pop up, too, such as the one where everything switches to a broomstick race between you and a witch.

CHARACTER CHANGES

YOU'LL TRY ON MORE TACKY OUTFITS THAN MADONNA

Find one of the many Jack-in-the-Box's scattered around and you can change your Ruff or Tumble into a special character like a caveman or a ninja. Try the caveman for straight forward ass-kicking strength (sorry, bottom-smacking ability), the ninja for some slick sword slices and impressive speed, or the spaceman for homing missiles and jetpack.



▲ Jump into one of these Jack-in-the-Boxes to morph into a special character



▲ Hairy, destructive and stupid: it's either a caveman or Liam Gallagher on the razz



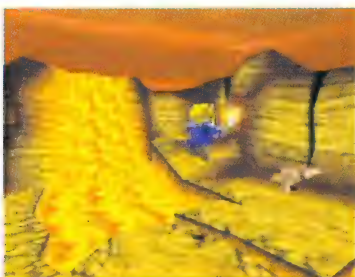
▲ Spaceman's got some rather useful homing missiles in his ammunition kit



▲ She may be swift on the action, but this little ninja's more Tamagotchi than Tenchu



● Fight little green men on the space station with vicious tactics



▲ Prehistoric level's all dinosaurs and lava



▲ Jump on these buttons to open things

PLUS RECKONS

If you've long since stopped bed wetting, you'll find this a tad Tellytubbie, but if Barbie bangs your drum, you'll probably love it. **Steve O**

6
OUT OF TEN

VIOLENCE IS THE FIRST ARTICLE OF MY FAITH

"...THIS IS LOOKING SWEET. THE VISUALS ARE LUSH, THE ACTION'S IN YOUR FACE AND IT'S MIGHTY TASTY TO PLAY..."

PLAYSTATION PLUS

"BE AMAZED BY THE LEVEL OF DETAIL AROUND YOU. THIS IS A FIGHTING FORCE TO BE RECKONED WITH. A 200% IMPROVEMENT OVER THE ORIGINAL."

4/5 C&VG

FIGHTING FORCE 2



PlayStation screenshots shown here.

GO UNDERCOVER AS HAWK MANSON. THE GOAL IS SIMPLE: INVESTIGATE AND ELIMINATE. AS WEAPONS SPECIALIST AND CLOSE COMBAT EXPERT, YOU HAVE THE ULTIMATE IN KILLING TECHNOLOGY AT YOUR DISPOSAL. EVALUATE AND RESPOND WITH STEALTH, FIREPOWER OR SHEER BRUTE FORCE - WHATEVER IT TAKES. NO COMPROMISE. NO COME-BACK. LIVE WITH THE PRESSURE.



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ROADSTERS

It boasts betting, Lotuses and eyeball-frying racing, but Roadsters is in so-tough company

Stalked by predators like Gran Turismo 2 and Colin McRae 2, the life of racing game rivals is perilous. If they haven't got more motors than a multi-storey car park, they're not worth looking at.

Roadsters just about cuts it to the grid OK 'cos it's got 30 cars, from weedy Division One motors to super-fast Third League cars. The fancier muscle cars are accessed by winning races and stashing enough cash to get into the next division.

It's an arcade-style game that's more Ridge Racer than the Gran Turismo ultra-real experience. Yes, you can customise your motor, but you'll score more in the championship by bigging up your driving skills rather than squeezing the last pony out of an engine's brake horsepower.

There's also a two-player split-screen mode where you and a mate go head-to-head with a stack of other cars. It's not the best multiplayer we've seen, but at least you can race as a giant cow.



▲ There's a naff-all difference in grip between icy and summer tracks. Eh?



▲ There is a handful of different camera views. But the in-car angle is so high it's like piloting a turbo-charged JCB

KNOW THIS



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1-2 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD



▲ The multiplayer mode is fun, but it ain't a patch on V-Rally 2's. It's only two-player, and the scenery appears from nowhere



▲ The graphics aren't that detailed, but because it moves so fast you don't notice much

HANDLE WITH CARE

IT'S THE SPEED WOT DONE IT

Don't expect the cars in Roadsters to handle like pukka motors because they don't. This game's about speed, so it's not uncommon to bomb around a tight hairpin at 150mph, so long as you control the powerslide to perfection. By the time you get to the third, most difficult division, you won't find it quite as easy. You barely have time to react, let alone turn, simply because the game moves so quickly. Fresh trouble comes with the scenery – stray onto the grass and the speed needle almost drops to zero. That's a pain in the arse.



▲ Fast? Our eyes were bleeding in the Division Three race!



▲ Clip the scenery and you can say goodbye to first place

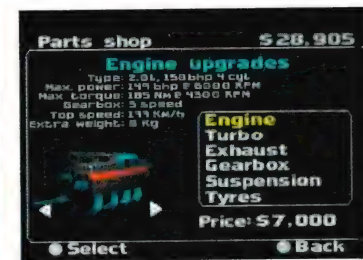
'I'LL HAVE FIFTY BUCKS EITHER WAY'

One of the neat things in Roadsters is the betting. You win cash by coming first, but you can cut short your journey to the next league by laying down money on a race. You don't have to bet on yourself winning either. And if your wager does come in, you've got more cash to beef up your car and enough money to pay for the championship

entry fees. Most of the 30 motors on offer are based on real cars, so you can play around with the engine set-up of a Lotus Elise, bolting on a turbo booster and optimising the gearbox to get better acceleration. But if all that seems too much hassle, just buy the biggest car for your cash. Simple really.



▲ Snazzy Lotus is fitted with an irritating co-driver you'll want to bludgeon to death



▲ Drop in a dirty great engine for a more grunty top end and increased acceleration

PLUS RECKONS

Neat touch with the betting but Roadsters clashes with real class acts such as Ridge Racer 4. To stay ahead you have to be the best. Average won't cut it. **Christian**

7
OUT OF TEN

O'Neill misses award show.

*Blame us if your manager goes missing. LMA Manager is here.
The most compulsive football management game ever, the first designed specifically
for the PlayStation and featuring the complete 99/2000 season stats.
Apologise to your Chairman for us.*



- Endorsed by the League Managers Association - the official representative body of English football managers
- 8000 players from 302 European clubs in 32 countries
- Match action with in-game tactics and substitutions
- TV-style post-match results, highlights and commentary
- Option to play a full open-ended game or one of 10 short-term challenges
- One or two-players
- Check out the web site at www.lmamanager.com

LMA Manager. 10 out of 10 managers prefer it.



93%



Arcade



9/10



www.codemasters.com

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OUT NOW



1-2 PLAYER JOYPAD, MEMORY CARD,
DUAL SHOCK PAD



▲ The power-up system works OK, but the actual attacks aren't very exciting



▲ Multiplayer games should be a laugh, not slow and dull like this

CHOCOBO RACING

Rocket-powered rollerblading chickens have escaped from Final Fantasy to battle it out on the race track

You pushed F1 cars to the limits, trashed old bangers and customised saloon cars, all in the pursuit of the ultimate PlayStation racer. Now it's the chicken's turn.

You control a rollerblading Chocobo, a super-cute chicken-like critter from Final Fantasy 7, bombing around one of eight tracks to become the Chocobo champ. It's a pretty stupid idea and more than a little bizarre, but that's what makes it different from the glut of other racers on the 'Station.

The story mode's the main thing which makes Chocobo different. You start out on

your own and, by winning, you gradually build up your team of racers, allowing you to choose from a wider range of characters. There are eight in all, each with individual skills, such as speed up or charge attack, which can be used a handful of times during each race. There's also a straightforward grand prix game where you can race any character on any track, as well as a slow two-player head-to-head mode.

This all sounds cool and kooky, but Chocobo Racing is nothing special. Sure, it's a crazy idea and it's enjoyable enough to play, but don't expect it to last long.



▲ There are eight racers to choose from, including the rocket-powered Chocobo

PLUS RECKONS

A cute but basic racer, which is OK to play but ultimately unsatisfying. Go for Crash Team Racing instead - it's better looking and up to four players can race at once. **Alex**

6
OUT OF TEN

SOUTH PARK

Kick giant turkey ass by chucking snowballs and cracking gags. But the last laugh's on you if you buy this

KNOW THIS

PAY NO MORE THAN:

£34.99
OUT NOW



1-2 PLAYER JOYPAD, MEMORY CARD,
DUAL SHOCK PAD



▲ There's a bad guy to beat in all five chapters

South Park, the TV series, was a scrap idea in theory - nursery school graphics, poor animation and toilet laughs. But it turns out to be the best crack on Sky and Channel 4.

So it's a big disappointment that the game fails to deliver. It's a first-person shooter, you play as either Kyle, Stan, Cartman or Kenny. The plot's equally basic. South Park's been invaded by aliens and you've got to fight them off, using a load of comedy weapons. You start with snowballs, but quickly progress to a toilet

plunger launcher, a rapid-firing sponge dart gun and eventually a cannon which fires homing cows.

This kind of grinding 'zany' humour features all the way through and it'll wear you down quickly. The game won't sustain your interest for long either - even though the game plays OK, the levels are all samey and blasting waves of turkeys is tedious beyond belief. Even the two-player game, where you and a mate battle it out over six battle arenas, is a chore, and won't grab you for much more than an hour at the most.



▲ You'll fight lots of turkeys in the first hour



▲ Stop the turkeys from reaching South Park



▲ Gameplay's easy: shoot loads, jump obstacles

PLUS RECKONS

South Park's fun for a while, but after an hour the humour wears thin, the gameplay gets extremely repetitive and the awful graphics don't get any better. **Alex**

5
OUT OF TEN

SHAOLIN

Gather and fight!

Prepare for combat in the most authentic 3D martial arts-based fighting game on the PlayStation, encompassing the 6 true styles of Kung Fu. Set amidst beautifully detailed and atmospheric Chinese surroundings, Shao Lin offers an unrivalled multiplayer experience in your quest to become the very best.

- 1 - 8 player fighting action allows for up to 8 players to compete at the same time - a first on the PlayStation.
- Players can choose between 6 true Kung Fu fighting disciplines, Hung Gar, Jeet Kun Do, Tai Chi Chuan, Drunken Boxing, Eight Extremities Fist and Shao Lin.
- Unique 'Quest' mode provides adventure, depth and longevity to the gameplay.
- Fully motion-captured character animation accurately represents the different fighting disciplines.
- Beautifully rendered 3D environments, including ancient Chinese temples and shrines, for added realism and atmosphere.
- Authentic Chinese soundtrack.

19th November 1999

"It moves at an awesome speed ...
if you love martial arts,
you're in for a treat."

EXTREME PLAYSTATION

"The most exciting four-way
fight you will ever encounter."

PLAY

"Mightily impressive ...
so authentic it positively
whiffs of Bruce Lee's BO."

PLAYSTATION POWER

"One of the most authentic
fighters around."

C&VG



LE MANS 24 HOURS

The huge Le Mans endurance race makes it to PlayStation. Play for 24 hours, or play for ten minutes, it's still an epic!

The world famous Le Mans race is a real humdinger - it drags on for a massive twenty four hours. In real life it's hard on the cars and drivers, and on PlayStation it's not going to be kind to hands. It's hair-raisingly fast, the action never lets up and you can choose to play it for a solid 24 hours. If you're nuts.

Choose from some of the world's greatest supercars and embark on a round-the-clock racing mission at the Circuit de la Sarthe in sunny France. If you

don't fancy a 24 hour game-a-thon you can opt to play the 24-hour race in 24 minutes, or any length you choose.

The Le Mans race is a mega-epic, however you choose to play it. The sun rises and sets as you race, and very few of the racers who you start up with will make it to the end.

What's cool is that you can play this game any way you like. Choose single arcade races for a quick adrenalin fix, or go for an entire championship's worth of endurance racing.

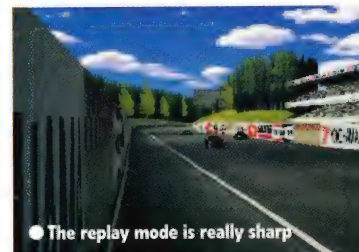
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NOVEMBER 27

1-2 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD, STEERING WHEEL, N64CON



● The replay mode is really sharp

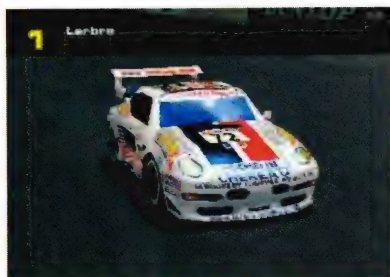


● The visuals look really solid and the cars move at enormous speed

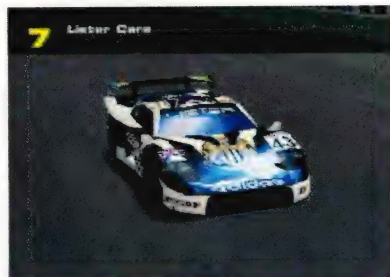
DRIVING IN MY CAR

THESE GIANT MOTORS WILL BE YOURS!

Le Mans 24 Hours includes three classes of racing car. GT1 is for beginners - they're standard Porsches and Dodge Vipers. Prototypes are more extreme, they're open topped roadsters that demand a bit of respect. Finally, GT2 class is where you'll find the 24 hour bad boys like the McLaren F1 GTR.



▲ GT1 class is slower, so it's ideal for beginners



▲ GT2 class boasts cars with a lot more oomph



▲ Prototype cars are open-topped monsters



▲ Another lush motor from the GT2 selection

SHORT CIRCUITS

It's a miracle that the massive Le Mans circuit has been crammed into your PlayStation in one piece, but things would get boring pretty fast if it was the only track in the game. So the developers have thoughtfully chucked in a handful of extra tracks, all purpose-made to test your racing skills to the max. Mirror and reverse options add extra variety and Top Gear's Tiff Needell commentates.



▲ The hulking Prototype cars jostle as they hit a corner. Intense stuff

TURN ON, TUNE UP, SPIN OUT

You can tweak the set up of your car to suit your driving style. Adjust downforce to choose between more grip or more speed, and alter your fuel load to set your pit stop strategy. If you play at Professional level instead of Amateur these modifications make a whole lot more difference to car handling and you'll be struggling to stay in control for the first few laps.



KEEP IT UP ALL NIGHT RACE FOR AN ENTIRE DAY. CAN YOU TAKE IT?

The 24 hour real time mode lasts for a day and a night, just as it says on the tin, but you can save and load your progress if you need to go for a piss or speak to another

human. Watch out for the slick change from day to night, and check the weather forecast before you set out, so's you can choose tyres to suit the conditions.



LIKE THIS? TRY THESE

Gran Turismo - the Daddy. At £20 it's just unbeatable value for money



TOCA 2 - Proof that fun and realism can go hand in hand



PLUS RECKONS

This racer has fast, solid graphics, plenty of challenges to beat and that nutso 24 hour endurance mode. It isn't quite as sharp or good-looking as Gran Turismo or Ridge 4, but if you're tired of those two, this is a fine choice. **Steve F**

8

OUT OF TEN

KNOW THIS



PAY NO MORE THAN

£39.99
OUT DECEMBER

1 PLAYER JOYPAD, MEMORY CARD,
DUAL SHOCK PAD



▲ This black sedan has a painful date with a concrete approaching. All in a day's work for a demolition racer!

DEMOLITION RACER

Supercharged Yank sportscars hit the throttle and batter each other into scrap metal. Now that's entertainment!



▲ If you manage to flip a car right over, you score massive points

FASTEN YOUR SEATBELT OR DIE

When you first pick up the game, you won't appreciate how much there is to do, because you have to unlock modes and cars by doing well in the basic race mode. Cane the racing championship a bit and the arena battles of Last Man Standing, Chicken and Suicide will be yours, along with a couple of classy new tracks and motors. Nice. There's plenty to do here, and all the modes are fast and furious. But it looks and plays very similar to Destruction Derby 2, and DD2's Platinum. Check DD2 out first before buying this.



▲ You only get this super-cool Meltdown track by beating every other race



▲ Ooops. Sometimes the cars seem to meld into each other like they're made of jelly



▲ The puny Bobcat supermini isn't a good choice for arena battles

You're the driver of a massive sportscar. You've got to take it round racetracks at top speed, battering into your rivals. Finish the race in one piece, you've done well. If you win, you're a superstar.

Straight-up racing's only one of the treats Demolition Racer's got to offer. There's arena battles, deadly games of high-speed Chicken and a mode where you just have to trash your own motor as fast as possible. Everything's pretty over-

the-top and cartoony, so cars flip twenty feet into the air when you smack them, or go into 720° spins with bits of bodywork ping-pong off all over the place.

The cars all chew tarmac at massive speeds and do huge jumps every time they go over a tiny bump in the road. It's all super-cheesy stuff, but there's plenty of laughs to be had. The only downer is the looks – Gran Turismo this ain't – but once you get over the slightly basic visuals, this is a corker to play.

OPEN AND SHUNT

Even in the 'basic' race mode, just steaming into the lead and coming first isn't enough to claim victory. You score points by doing damage to your fellow drivers, and then multiplying it against the points you get for your position at the finish. It's best to cause as much damage as you can at the start when the pack is close-knit, then go all-out for first place. But if you've misjudged it, you'll crash and burn. Intense stuff.



▲ Kill a car to get 75 points. Manage to land on their roof, and you get 500



▲ Hurling yourself at slowly-cornering rivals is Top Tactic No.1

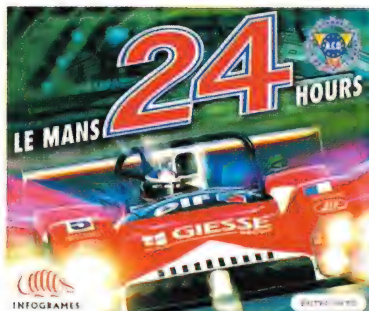
PLUS RECKONS

Looks-wise, this is a bit shaky, but there's loads of modes and the crashes are brilliant. Not that original, but still a laugh, and definitely a good rental. **Christian**

7
OUT OF TEN



24HR CAR WASH



As you slowly wheel your 1.1 litre mean machine into your local Car Wash, carefully avoiding the tracks and checking your wing mirror doesn't get scuffed (don't forget to wind your window up - you might get a little damp), spare a thought for Martin Jones in France who is experiencing nature's own late-night car wash - the difference is, with hampered vision and speeds of 200mph, his could send him spinning to certain death!

Le Mans 24 Hours The Ultimate Endurance Race

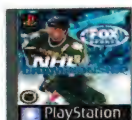


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NHL CHAMPIONSHIP 2000

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OUT NOV 26

1-8 PLAYERS JOYPAD, MEMORY CARD,
DUAL SHOCK PAD, MULTITAP

Grab a big stick, put on your skates and get ready to fight

Ice hockey is fast, skilful, and action-packed and you get some class fights into the bargain. So it's ideal videogame material.

This effort's trying to add a bit of TV-style glitz to the whole ice hockey thing. There's TV-style camera angles, real TV presenters, and TV-style replays.

Thing is, this is a nice job in terms of presentation, but get on the ice and the idea falls flat. The problem is speed, or lack of it. This is more like watching grannies take to the ice than an adrenalin-packed sport.

Everything else is fine and dandy. The goalies are decent at stopping shots, there's a variety of ways to hit the puck and there are plenty of teams to choose from. The way it plays and the controls are very similar to those in most other ice hockey games, so the fact this is ten times slower than most is pretty damn irritating. A real could-have-been.



● The replays are well tasty



● It's time to change your tactics



● Sadly, the whole thing moves at a snail's pace, so it's pretty duff

PLUS RECKONS

Attractive-looking hockey game with all the trimmings, but the players are too slow for a sport that's meant to be lightning fast. **Alex H**

5

OUT OF TEN



KNOW THIS



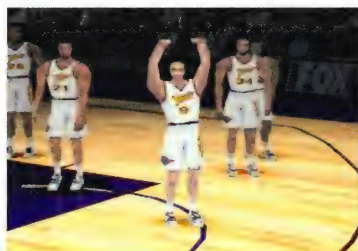
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£39.99
OUT NOV 26

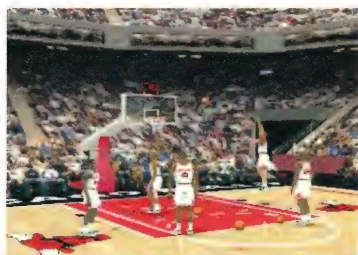
1-8 PLAYERS JOYPAD, MEMORY CARD,
DUAL SHOCK PAD, MULTITAP

NBA BASKETBALL 2000

A basketball game done up to look just like the basketball on satellite TV – fast, glamorous and very, very loud



▲ The players are introduced one-by-one to the adoring fans



▲ The teams play amongst themselves before the game starts. Nice touch

Another basketball game with a long name that makes it sound just the same as all the others out there. So what can it offer?

Imagine if Sky Sports started making football games for the PlayStation. They'd include all the top teams, all the real players. They'd use the same camera angles you see on TV, the same style of replays and familiar commentary to make the action more life-like. This game uses that principle, but uses the American Fox Sports as their TV template. This means if

watch Fox Sports and are interested in buying a basketball game, this is the one for you.

As a game it offers all the usual features you'd find in a basketball sim: real players and stadiums, fancy moves, instant replays of cool dunks and even the proper players' faces. Features like player fatigue and injuries aren't new, but they make it feel that bit more real.

To play, this isn't that different from most of the other basketball games on the shelves, but it's very slick.



● The close-up view keeps it intense

PLUS RECKONS

Standard basketball game made more exciting by TV-style presentation, fast play and loads of slam-dunks. There's even a pre-game light show! Alex H

7

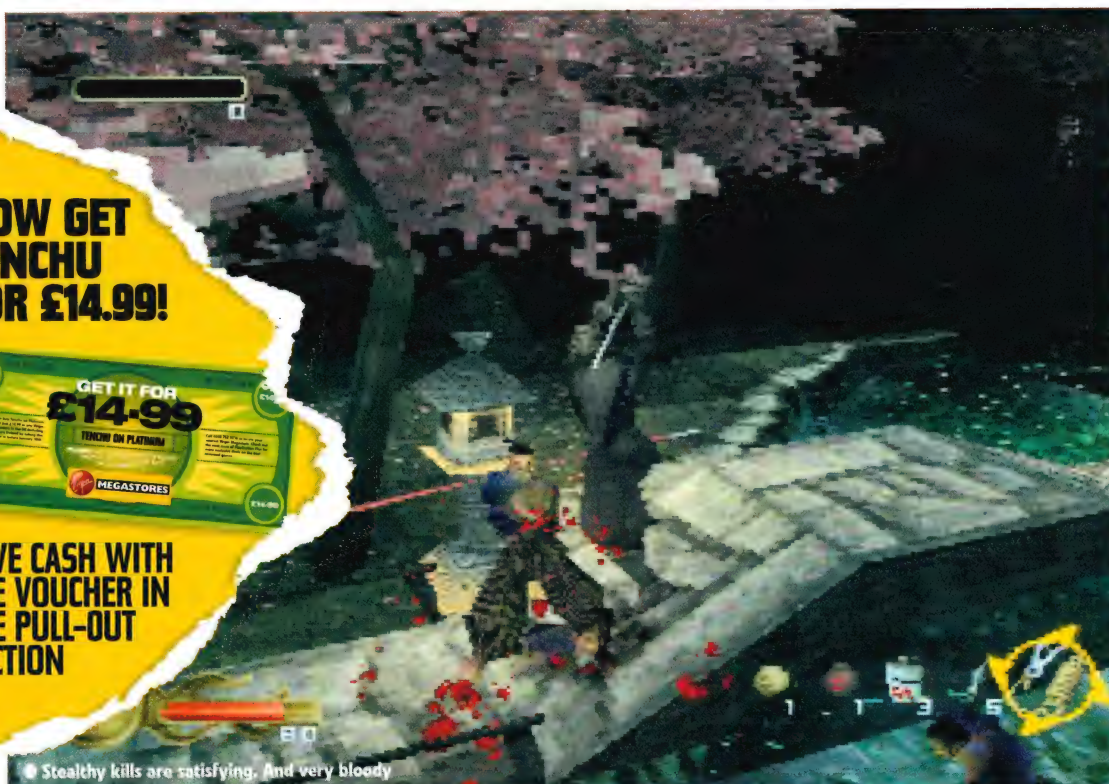
OUT OF TEN



**NOW GET
TENCHU
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**SAVE CASH WITH
THE VOUCHER IN
THE PULL-OUT
SECTION**



● Stealthy kills are satisfying. And very bloody

TENCHU

£19.99 ● OUT NOW ● 1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

Ancient Japan is a dangerous place, unless you're the guy sneaking along the roof with the razor-sharp sword

If you've ever wanted to be a Ninja in ancient Japan then this fresh Platinum entry is the game for you. A mixture of action, stealth and strategy and some very dangerous weapons, Tenchu is Metal Gear Solid with blades. You get to wield a huge sword and throw spiky shuriken at anyone who looks like they want a fight. The aim of the game is simple. Complete each level by downing any enemies that may inhabit it with maximum stealth. Every level also contains an assassination target that you must deal with to get respect from your master Lord Gohda.

Tenchu isn't a simple hack and slash game. It requires you to pump up your brain power and survey your surroundings before you make a move. Not only is staying in the shadows and sneaking up on enemies cool, but it's also smart. If the alarm sounds and all the guards come for you, you're pretty much dead.

Tenchu is a game full of surprises. You can do just about anything on the levels: climb trees, scale walls, sneak along roofs.

The ninja atmosphere grips you so much, you'll find yourself cursing if even one of the guards sees you before you slit his throat, so depriving you of your Grand Master rating. Every so often, the ninja

atmos is helped along by cool kung fu film style cutscenes where you meet up with evil boss kung fu masters, and cut them to bits. Tenchu's great, but too short.

8



● Fights are frequent and great to look at



● Hit four in a row to get a powerup

SPACE INVADERS

£29.99 ● OUT NOW ● 1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

The most famous game of all time is coming back in an attempt to win a new audience. Space Invaders is a simple shooter, where you control a small ship at the bottom of the screen with the increasingly impossible task of clearing wave after wave of alien attacks.

The update offers few improvements over the original formula. The graphics are better, but the only real innovations are the new power-up weapons which you get when you shoot four aliens of the same colour in a row. There is also the addition of huge bosses, but like their alien minions they're pretty easy to blast to smithereens.

There's also a new cooperative two player option with two little ships taking on the aliens. Overall, Space Invaders is pretty limited, so unless you're a fan of the original, steer clear.

5



● Can you feel the excitement?

THE NEXT TETRIS

£22.99 ● OUT OCTOBER 22 ● 1-2 PLAYERS JOYPAD, MEMORY CARD

Why this game is billed as the Next Tetris we've no idea. It seems very much like normal Tetris with a couple of added features.

The basic gameplay has been left untouched. You still get shapes falling down the screen which you must attempt to slot into place, without leaving any gaps. The shapes can be rotated as they descend down the screen allowing you to fit them into other blocks. Get a solid line across the screen and it disappears, giving you points. The new feature is that descending bricks also have breakaway parts that will fall through gaps if there is room. It doesn't add much to the original recipe, so don't get excited. Otherwise, it's still all very much the same: you clear four lines at once to get a Tetris and a massive points bonus. And you can still take on your mate in a one-on-one battle where the blocks you clear land on the other guy's screen and mess him up.

6



LEGO RACERS

£39.99 ● OUT NOVEMBER 5 ● 1-2 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

The best toy in the world comes to the PlayStation in a racing game that allows you to build your own car with virtual Lego bricks and then race your dream machine against opponents. The action is themed around Lego sets of recent years. There's



Pirates, Egypt and Space among others and each circuit has a champion to beat, power-ups to collect and loads of shortcuts you can find.

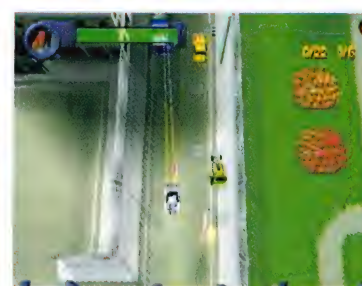
The power-ups include turbo boosts, oil slicks and cannon balls. There are also grey bricks scattered around each circuit which, when added to a power-up, result in a new weapon. The most impressive of these is the grappling hook which pulls you towards an unfortunate opponent.

Lego Racers doesn't look so great, but it's really challenging and fun to play. Building cars is pretty limited, but it's a cool idea. It's a simple game, but there's some nice touches, and the whole thing plays pretty smoothly.

6



▲ Action Man faces a terrifying spider



▲ GTA2-style driving level. Awesome!

ACTION MAN

£29.99 ● NOVEMBER 5 ● 1 PLAYER JOYPAD, MEMORY CARD, DUAL SHOCK PAD

Take on the persona of the plastic hero in an attempt to save the world from a bunch of bad people while showcasing all the finest Action Man goodies. Action Man (£19.99) takes to the streets in his Silver Racer (£29.99) and keeps changing into costumes (£11.59) that are on shop shelves right now, kids! It's guaranteed to have nippers pulling on Dad's sleeve and going 'Daaaaa! Want one!'

The game is simple but surprisingly fun, with a mixture of different game

styles borrowing heavily from successful games of the past few years. You get vehicle levels where Action Man races around streets blowing bad people away, in a style that's pretty similar to Grand Theft Auto. When he goes about his business on foot the game turns into a simplified version of Metal Gear Solid. Original it ain't, but it's still a really good laugh. There is a huge variety of things to do, weapons to use and puzzles to solve and the variety of game styles ensures the action is never dull.

However, the game's a bit easy, and it's pretty obvious from the sheer amount of help and hints you get that this is intended for your baby brother. If you can live with the shame of owning a kiddies' game, then this has a lot of things going for it. If you can't face that, buy it for your little cousins or something.

7



WORMS ARMAGEDDON

£29.99 ● OUT OCTOBER 29 ● 1-4 PLAYERS JOYPAD, MEMORY CARD, DUAL SHOCK PAD

More levels and more guns for the funniest multiplayer game of all time

Armies of worms are gathering on hilltops, preparing to rage war and blow each other to bits. Take control of your four-worm army and prepare to survive the carnage. Worms Armageddon is a simple game that plays far better than it looks.

Like the first Worms, it's turn-based, so each worm must wait in line to do his attack. It's awful in single player, but in four-player it's an absolute hoot.

To launch your attack pick a weapon from a massive, surreal selection of guns, which includes everything from an extended finger to a nuclear missile. Select your target, judge for wind and distance to the worm and press the fire button. Each worm has a hundred health

points, and when this reaches zero you're a man down.

It's a simple concept, but Worms is a game that can take ages to master. There are many techniques to use to ensure survival, including digging into the ground for extra cover, teleporting to a safer place or, if you can't take it any more committing suicide!

Watching your exploding sheep sail through the air towards your mate and knowing you've got the shot just right is one of the funniest moments in any game ever. Worms Armageddon plays at quite a relaxed pace, but it's violent, weird and hysterically funny. Brilliant post-pub entertainment.

8



GIANT £3000 XMAS GIVEAWAY

WE'VE GOT 110 PRIZES WORTH A COOL £3000, WHICH ALL NEED HOMES BY CHRISTMAS DAY. AND IT COSTS NOWT TO ENTER! (SEE YOUR FREEPOST ENTRY ENVELOPE OVER THE NEXT PAGE)

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- ✓ YOUR PRIZES WILL BE SENT TO YOU WITHIN 5 DAYS OF YOU BEING CALLED
- ✓ I'LL PUBLISH THE NAMES OF EVERY WINNER IN THE FEBRUARY ISSUE
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IF YOU'VE WON, WE'LL CALL YOU BY MONDAY DECEMBER 13

WINNERS GET THEIR GEAR BY THURSDAY DECEMBER 23



20 COPIES OF LE MANS WORTH £700

If it's realism you're after you can't get much closer to the experience of the 24-hour rubber burner than this. With ultra-realistic weather and track modelling, and enough car tuning options to please the dedicated armchair mechanic, this is a sim to satisfy the purist. Respect for those who dare complete the real time 24-hour race! Check out our review on page 36.



30 FIFA 2000 SOUNDTRACK ALBUMS

WORTH £500

FIFA 2000 promises to be a favourite as this year's best footy sim (see Steve Key's review starting p18) but it also brags a banging soundtrack. It's got 39 tracks, with something for everyone. There's the brassic big beats of Steve O'Hagan's favourite Bentley Rhythm Ace, the skunked-out trip-hop of art editor Jaime's beloved Morcheeba, or the showboating indie-pop of games nut Rob's dream lover Robbie Williams. We've got 30 CDs on hand to brighten up your music collection.

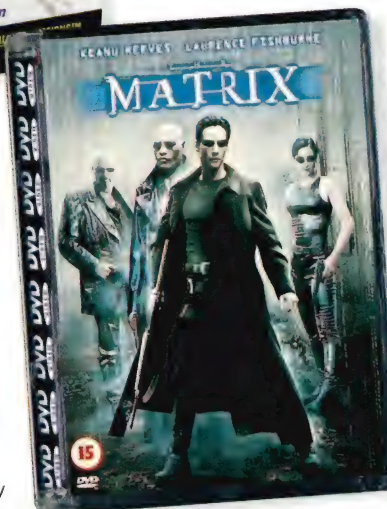
10 ADIDAS DUALIST SPORTS WATCHES WORTH £450

Whether you feel the need to hurtle down enormous mountains at 200mph on a sled, jump off multi-storey buildings attached to an elastic band, or simply want to look cool, these new £45 Adidas sport watches have your name on 'em. They boast analogue and digital displays, a stack of sports timing features and their groovy look masks a well 'ard polycarbonate construction. If you win a Dualist and don't like it, return it 'cos we're gagging for one!



20 ACTION REPLAY CHEAT CARTRIDGES WORTH £800

We've always liked Dattel's stuff 'because it works, unlike some rivals.' Now its new Action Replay has landed. And the game that had you stumped for ages will be easy meat for this £39.99 game breaker. Loaded with thousands of codes for existing titles, from WWF Attitude to Driver, and with new codes available from the web, PlayStation Plus and the Codejunksies hotline (0891 516355), you'll be able to crack almost any game with one.



5 COPIES OF THE MATRIX ON DVD WORTH £100

The Matrix, the best sci-fi movie of the last year, has it all – mental effects, a brain-melting plot and kung fu moves Bruce Lee would have been proud of. This DVD release includes an hour of behind-the-scenes footage plus other DVD-ROM material including screen-savers and trivia.



25 POLAROID JOYCAMS PLUS FILM WORTH £500

Remember that party when your best mate got off with the local bike? Imagine his embarrassment if you'd had one of these instant cameras. The party animal's perfect companion, the Polaroid Joycam will make friend's behaviour more bizarre and liven up bashes no end. It has a fixed-focus, a passport photo option and a ten shot capacity.

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20 COPIES OF LE MANS

Q: Where the hell is Le Mans?

- ☐ A: Wales
- ☐ B: France
- ☐ C: Djibouti



Q: What are Dualist watches made from?

- ☐ A: Latext PVC, studs and leather
- ☐ B: Pastry
- ☐ C: Polycarbonate



10 ADIDAS WATCHES

25 POLAROID JOYCAMS

Q: What neat trick can Joycam do to help you travel overseas?

- ☐ A: Turn into a hovercraft
- ☐ B: Take passport pictures
- ☐ C: Gives you huge wings



☐ Tick here if you don't want to be sent information on Polaroid products

5 MATRIX DVDs

Q: What does FIFA stand for?

- ☐ A: Funk Invented by French Asses
- ☐ B: Find Ignorant Flossing Aunties
- ☐ C: Federation of International Football Associations



Q: Who plays Morpheus in The Matrix?

- ☐ A: Lawrence Fishburne
- ☐ B: Bianca Butcher
- ☐ C: Michael Barrymore



Q: What's the name of the Action Replay cheat hotline?

- ☐ A: Joe Dunkies
- ☐ B: Codejunkies
- ☐ C: Cheeky Little Monkeys



30 FIFA SOUNDTRACKS

20 ACTION REPLAY CARTS

FIVE STEPS TO HELP YOU WIN

- 1** DECIDE WHICH PRIZES YOU WANT. YOU CAN ENTER FOR ALL OR SOME OF THEM, S'UP TO YOU
- 2** TICK THE RIGHT ANSWER ON THE MULTIPLE CHOICE QUESTIONS THAT ACCOMPANY THE PRIZE YOU'D LIKE TO WIN
- 3** FILL IN YOUR DETAILS ON THE ENTRY FORM AT THE BOTTOM OF THE PAGE
- 4** CUT OUT THIS WHOLE PAGE AND FOLLOW THE INSTRUCTIONS OVERLEAF
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■ Your address: _____

■ Postcode: _____ ■ What's the funniest TV show you've seen recently? _____

■ E-mail address (if you've got one): _____ ■ Who's your favourite music star? _____

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PlayStation

plus

▼ SECOND FOLD ▼

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LON 9835

2



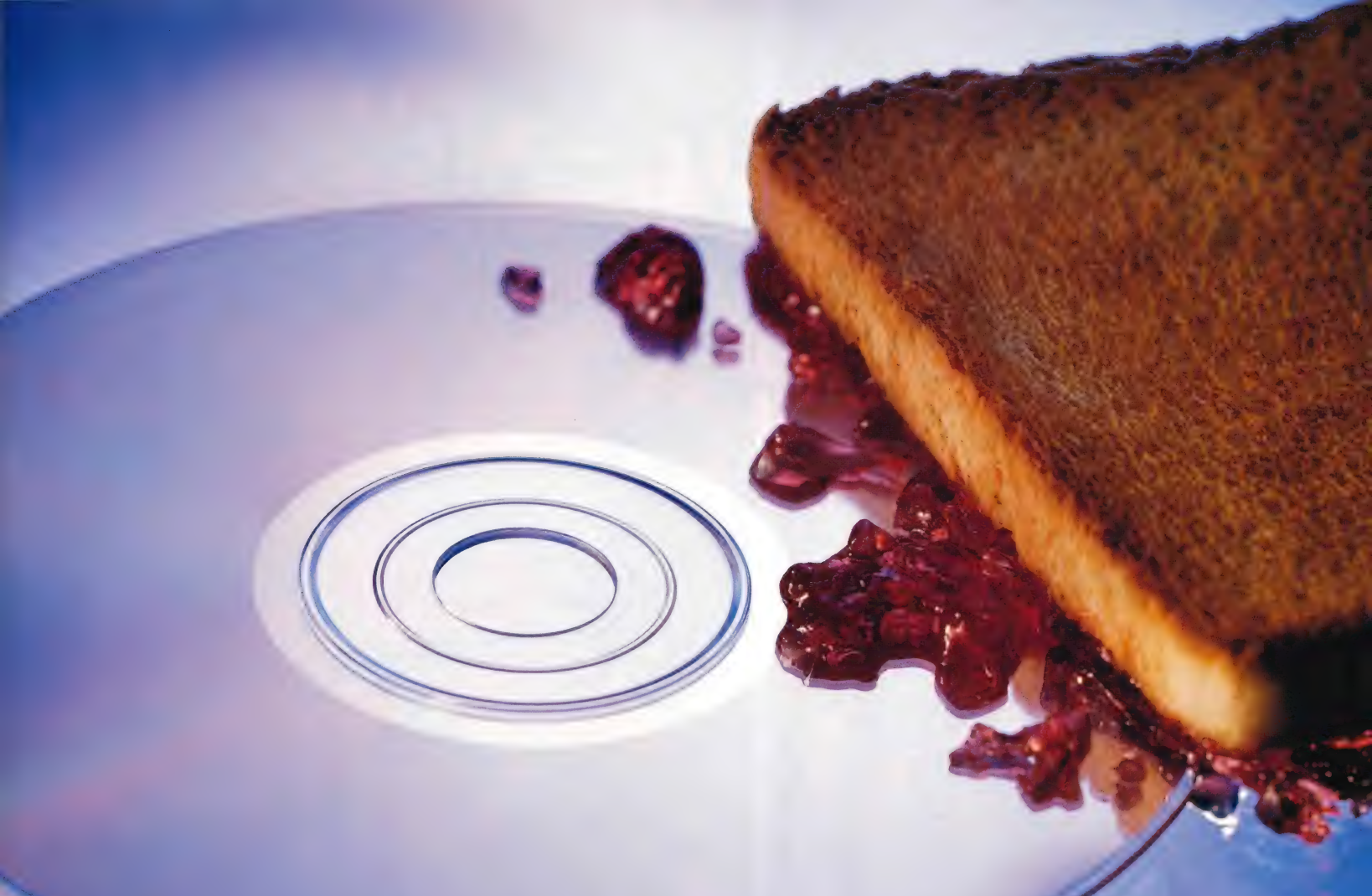
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▲ FIRST FOLD ▲

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GAME OVER



Jammy toast can wipe out a Panzer division. The Brazilian World Cup Squad can be defeated by a mug of cold coffee.

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You just peel off the backing, slip it on your CD and CDfender wards off the demons of damage and data loss.

The laser reads through it play after play as if it wasn't there.

And should you ever tear your ravaged eyes away from the screen, CDfender works as well on music CDs and even CD-ROMs.

With CDfender, it's your opponent who's toast, not the CD.



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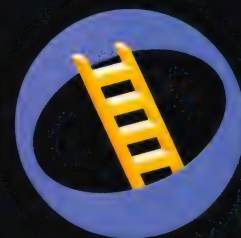
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PlayStation
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PAGES

OF GUIDES, TIPS, CHEATS,
FREEBIE EXCHANGES AND
MOUTHING OFF 'BOUT PS2

PAGE

54

'YOU'LL SEE TOPLESS FEMALE ROCKET-FIRING
IRON MAIDENS. FRAG 'EM QUICK!'

**13-PAGE HARDCORE
QUAKE 2 GUIDE**

PAGE

70

'I WANNA PULL OFF A FRONT-SIDE STALEFISH 540'
TONY HAWK TELLS US HIS TOP TWO-PLAYER TRICKS

**WIN WITH THE
WINNERS**

PAGE

80

'I SWOPPED DRIVER FOR SILENT HILL
AND IT COST ME BUGGER ALL'

**EXCHANGE
CENTRAL**

PAGE

74

FINAL FANTASY 8, CROC 2, DINO CRISIS, WIP3OUT,
WCW MAYHEM, VIGILANTE 8, NO FEAR, TENCHU

**TIPS & CHEATS,
Q&A**



● Tony Hawk lifts the lid on
his two-player tricks on p70

**NEXT
PAGE**

'PS2 IS THE ONE-STOP ENTERTAINMENT SYSTEM AND NOT A KIDS' TOY'

**WHAT YOU'LL DO ON
PLAYSTATION 2**

'£250 IS MY LIMIT'

'It seems a lot more powerful than Dreamcast. I'm disappointed about it not having four control ports. But I'm really looking forward to RPGs from Squaresoft (Final Fantasy's makers), the new Street Fighter and football management games. Anything more than £250 would be rough and I'll only consider buying it depending on what games accompany it on its release.'

SHAUN KEATING, STUDENT

HOT ON STYLE

'It looks like a PC or a CD player.'

GEORGE, UNEMPLOYED

WANTS MORE THAN SEQUELS

'Sony is only interested in theatrics and the UK population is very impressionable. Technologically, it looks very nice. I'd love to applaud Sony for what it's done. But the specs were only released four months ago and the time lag between the demos we've seen and a good game is massive - Zelda (on N64), which took six years! It looks fun and exciting but it'll be inundated with sequels. I do rate PlayStation because it's the only format that produces emotional content such as the RPGs.'

AZ SHAH, HARDCORE GAMER

WHAT YOU'LL PLAYST

LONDON, SATURDAY 6 NOVEMBER 1999. EVERYONE'S

■ CONTACT TONY AND THE GUYS AT COMPUTER EXCHANGE IN LONDON'S RATHBONE PLACE ON 0171 636 2666. CHEERS FOR HELPING US OUT

'GIMME DRIVER 2'

'What the hell will Driver look like on PS2? Awesome!

LAWRENCE SCUTTER, TUTOR

CAUTIOUS METAL GEAR FAN

'I saw some early demos of Tekken Tag Tournament and thought it doesn't look too good. Then I saw some new pictures and had my hope restored. I'm looking forward to Metal Gear Solid on it and the DVD bits. But I'm not fussed about the Internet stuff and, besides, I've got a PC. I think PS2 is going to be expensive, and the backwards compatibility is a waste of time. But if it wasn't for PlayStation, half the Dreamcast owners wouldn't be in here!'

WESLEY JOHN-BAPTISTE, STAFF, COMPUTER EXCHANGE

WILL BUY ONE. IS WORRIED

'The first game I'd buy is Gran Turismo 2000, although I expect Gran Turismo 3 to be much better. I've heard GT2000 is only a bit of a makeover. I'm also really looking forward to Final Fantasy 10 or whatever it's going to be called.'

The good thing is the amount of software support that PlayStation 2 has - it's amazing. Sony is obviously aiming for a different market, making PS2 far more than a console. Its look makes me think of stereo systems.

The Oddworld stuff has real-time weather changes and lighting, which are unbelievable! I'll definitely buy one, but it's extremely ambitious and things could go wrong like it has for Sega - will they have on-line gaming out of the box? And what if loads of people have bought DVD players already?

PAT GARRATT, NEWS EDITOR, CRYG.COM



WANTS FULL MONTY DINO CRISIS

'I eat, spit and shit new technology. So PS2 is where it's at, as far as I'm concerned. But it's stupid to think it's a games console - it's more Bang and Olufsen than N64. People should stop concentrating on games and start thinking about the DVD, Internet and other stuff. PS2 is the one-stop entertainment system and not some kids' toy. Mind you, I'll give anything for a Full Monty Dino Crisis on it.'

JIM HARRIS, CLUBBER



LOVES ITS 'BIG BLACK SLAB' LOOK

'It's the coolest looking console I've ever seen. I like the way it's a big black slab! But I'm annoyed at how long it's going to take to get here. Gran Turismo 2000 will probably be good, but it looks a bit too real and once things get like that, you might as well go to the movies. One worry is that people may be so blinded by the realism of PS2 that they won't buy quality 2D stuff like Street Fighters. I'm interested in Munch's Oddysee and Silent Hill. Something scary for PS2!'

DAVID ADAMS, SALES ASSISTANT



DISSES IT:

'The box looks so eighties.'

WILL JEFFERS, STUDENT

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IN ACTION AT:**

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**SEE EXCLUSIVES ON
P116 AND WIN 10 PS2'S
IN THIS MONTH'S
SUPPLEMENT**



DO ABOUT ACTION 2

GOT VIEWS ABOUT PLAYSTATION 2



GAMES MATTER

'In the right hands it could be something special. It's not about the console, it's about the games.'

DANIEL, STUDENT



PLAYSTATION'S PUFF DADDY

'PlayStation is to gaming what Puff Daddy is to rap. It's for casual gamers. But if Tekken 4 comes out on it, I'll buy it.'

ANTHONY, STUDENT



SAVING CASH NOW

'I'm saving already. I reckon I've got to scrape together £350-£400 over the next nine months. I'm pretty interested in the DVD bit because I was thinking of getting one anyway. But I don't know if the quality will be the same as the dedicated players. I think the pictures of Tekken Tag look class so that's likely to be my first game. Hurry up Sony!'

BETH TERRETT, HAIRDRESSER

THINKS IT SUCKS

'It'll be like Phillips' CDi, but it won't fail. Joe Public only wants Tomb Raider 5 and Tekken 7. If you like arcade games, you won't like this. But I do look forward to Street Fighter on it and SNK beat 'em ups.'

DENVER COCKELL, SHOP ASSISTANT



QUAKE 2

EVERY PUZZLE BUSTED, EACH ROUTE SORTED

KEY

WHERE TO MOVE



WHERE TO LOOK



YOUR POSITION



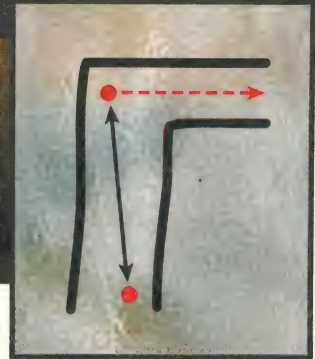
Battle manoeuvres

KNOW HOW TO GET AROUND THE LEVELS WITH THE MINIMUM OF FUSS WITH THESE SIMPLE TACTICS

RIGHT ANGLED CORRIDORS



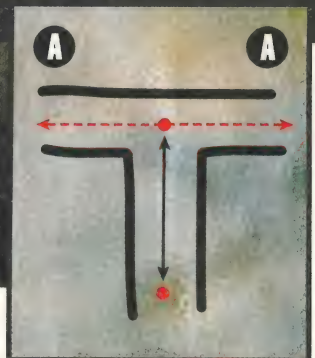
▲ These are common. Sidestep out, look, then either duck back in or blast the enemy with a direct shot



2-WAY JUNCTIONS



▲ Enemies can be at either or both ends at point A. You can only see one side, but you'll hear a cry if there's one behind you



CORRIDOR TO LARGE AREA



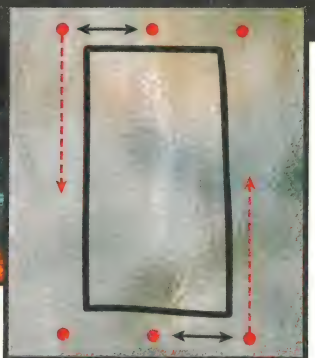
▲ Edge out slowly on side walls to see what's ahead, back away, then choose the best gun for the situation



BOSS BATTLES



▲ All boss battles happen in large areas with one or two objects in the middle. Use these objects to hide from enemy fire



Enemy moves

SOMETIMES YOU'LL BE COMPLETELY OVERRUN BY STROGG NASTIES. RELAX! THEY ALL BEHAVE SIMILARLY AND YOU CAN USE THIS TO YOUR ADVANTAGE. TRY MASTERING SOME OF THE TACTICS BELOW TO IMPROVE YOUR SURVIVAL RATE



1A
▲ Enemies in Quake 2 are deaf. If an enemy hasn't seen you, they're not likely to – even if you're using the loudest weapon



1B
▲ When they see you they cry out, which is different for each type of monster. Listen carefully, you can tell who it is by their scream



1C
▲ When you're sighted it's time for evasive action. Enemies will attack immediately, shooting at you as they move in close



1D
▲ Retreat. Wait for them to come around a corner, then let off with your weapon. Retreat again and repeat



2A
▲ Enemies behave in a set pattern: they see you, take aim and shoot. Exploit this by letting rip early



2B
▲ Duck behind a corner, dart out and shoot. When they're just about to shoot, dodge behind cover again



2C
▲ They'll go back to the 'can't see you but I'll move towards where I last saw you' process. Then dart back out again



3A
▲ Sometimes you'll start edging around the corner and see just the hand or legs on the edge of an enemy before they see you



3B
▲ Shooting the enemy is a real challenge. You can only hit them half the time when their limbs are visible



3C
▲ Whenever you grab a major item like a key you're often ambushed by a load of enemies



3D
▲ Listen out: if you hear their cries, retreat behind a corner. Avoid going head-to-head with more than one enemy at a time

Finding your way around

TRAVELLING AROUND THE QUAKE TUNNELS ISN'T AS DIFFICULT AS IT SEEMS. JUST OBEY A FEW SIMPLE RULES WHEN WALKING AROUND MASSIVE LEVELS AND YOU'LL NEVER GET LOST



1
▲ Much of Quake 2 is completely linear. That means that there's only one direction to travel and fulfill the current mission



2
▲ But always make a note of doors that you weren't able to open and, if applicable, what's needed to open it



3
▲ You'll have to backtrack later and find it again when you have the item. You don't want to be wandering around for hours



4
▲ Don't rush around without observing everything carefully. Try to absorb as much as you can, to return later if needed

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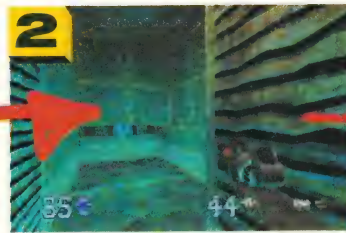
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Finding Secrets

SECRET AREAS CONTAIN GOODIES. THE MORE AMMO AND HEALTH YOU GET, THE HAPPIER YOU ARE, SO LEARN HOW TO FIND SECRETS



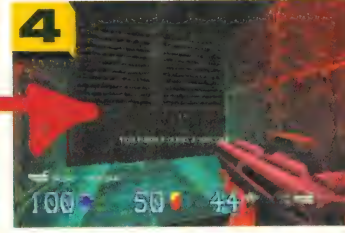
▲ Secrets are usually found by shooting or moving next to something that looks out of pattern with the rest of its surroundings



▲ If a wall has a crack in it, or if there's a different shading to it, shoot it or move close to see if anything will happen



▲ Secrets sometimes appear as you pass doors, or wall holes. Backtrack to collect them



▲ As secrets only hold ammo and/or health, only backtrack if you need one of these items really badly

Hub sections

HUB AREAS USUALLY HAVE MORE THAN ONE EXIT. IF YOU REMEMBER WHERE THEY ARE, QUAKE 2 SHOULD BE A BREEZE



▲ We've already mentioned that most of Quake 2 is linear. But you will come to rooms that have more than one exit



▲ It is extremely important to remember these because you are sure to have to come back to these Hubs



▲ Hubs don't appear often but always remember the doors off Hub rooms that you haven't been through yet



▲ You usually have to come back to this Hub room when you've done everything or get stuck in the area you're in already

Strogg Outpost

MISSION OBJECTIVE: ESTABLISH COMMUNICATIONS LINK TO COMMAND SHIP



● The Strogg's are causing mayhem on earth. You are part of an elite Marine team who are going to take the fight to their home planet



▲ As a mercenary who relishes the feel of cold steel in your hands, you fly down hoping to land within the Strogg facility



▲ Enemy fire starts as soon as you enter the atmosphere. You have to crash land on the outskirts of the Strogg facility



▲ Find shotgun soon. Use lift by red crates to next door, follow route until game saves. The door straight ahead is the entrance

Locate elevator

CURRENT ORDERS: LOCATE BASE INSTALLATION ELEVATOR



▲ There are two routes here, but both lead to the same place, with extras on both sides. In the room with computers, just continue on



▲ At end of room, turn right towards a watery area or through iron-clad passage to another room. Head upstairs to lift and push switch

Enemies



▲ The most fun to frag. Their mech-mutant legs are really slow so it's easy to dart out, chuck a projectile and watch 'em crumble

Find route to the Communications Centre

USE SEWER TUNNELS TO GAIN ACCESS TO THE COMMUNICATIONS CENTRE



▲ As the lift stops, continue up the ramp and onwards, picking up shells as you go



▲ Don't rush around here as you'll run into your first Enforcer. It takes a while to kill 'em, but you'll have a machine gun soon



▲ Hit this switch and a compartment will open containing the machine gun. Take it, you'll need it



▲ Take the lift up and walk straight out along the walkway to grab the Jacket Armour, then go back to the lift you came from, turn right and walk along the platform



▲ After going through a couple of red doors, you'll come to an expansive area. The sewer tunnel is down there



▲ Go through this tunnel until you come into a guarded room. Dust his ass, flick the switch and a new entrance will open

Seek Control Room

CURRENT ORDERS: LOCATE COMMUNICATIONS DISH CONTROL ROOM



▲ Continue walking until you get to a room with staircases leading down into the water. Quad Damage is under the staircase



▲ Grab it and go to the next room where you'll meet a robot dog. These mongrels shoot homing lasers, so take it out quickly



▲ Now we want to find the Comms room. Head upstairs to the dog room and carry on. The room here is guarded, so don't mess around



▲ Note the Jacket Armour above the crates and the door on a walkway above. You'll get there soon and be able to grab the armour



▲ Door on same floor leads here. The blue door needs a key, but don't forget where the armour is. Take left door and follow the route to the Comms room



▲ Computer console at end of room here. Kill enemies and the security lasers will lower. Walk up to the comp to open link and grab the blue key



▲ Work your way back to the blue door, bearing in mind that nasties like this will be waiting behind it. Walk through the door and continue on to the end of the level

Enemies



▲ There are two Gunner types, those with machine guns and those that yell 'Trespasser!' and knife you. They're easily killed, but watch their speed

Strogg Outpost

LOCATE ENTRANCE TO DETENTION AREA



▲ Four enemies appear. Take out the front two, grab Health on left, and leave the other two to slug it out



▲ Before leaving this room, stand on the switch to extend the drawbridge you'll need to cross



▲ Don't go through the red door here – you have to go to the door on same level on the right first. Otherwise, you won't be able to get back up again



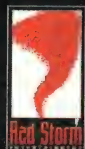
▲ Pass the extended drawbridge. Go through door, carry on and you'll come across this angry fella. The exit's nearby, either stay and fight or run

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Destroy security grid

MISSION OBJECTIVE: DESTROY THE SECURITY GRID PROTECTING THE POWER FACILITY AS QUICKLY AS POSSIBLE



1 ▲ Two sets of stairs lead to this enemy. Strafe and pick it off from the previous corridor or stand head-to-head like us hard nutters



2 ▲ Go into the water and follow this route. Find a tasty item and end up where you were before. Go through big doors and take red door on ground level



3 ▲ Touch the computer to deactivate the yellow lasers. Go across for a ChainGun, then through door that had lasers to a neon-blue area



4 ▲ Head down to the prison cells. Pay attention to the triangular blocked off door in this room. You'll have to come back for it

Locate pyramid

LOCATE THE SECURITY PYRAMID. FIND BOTH KEYS NEEDED FOR ACCESS



1 ▲ Go into door by Hub room to an area with enemies on two levels, then through doors ahead downstairs



2 ▲ See pyramid, activate new mission. Route nearby has console that deactivates security lasers



3 ▲ Back to first Hub room into yellow-lit lowest level door. Hit switch in corridor to raise bridge, go across



4 ▲ See blue switch, stand on it to lower platform. Before going down, search area for HyperBlaster

Find pass

GET A SECURITY PASS FROM THE CELL BLOCKS TO GAIN FURTHER ACCESS TO THIS LEVEL



1 ▲ At room with loads of triangular lift type doors, take the one arrowed 'Cell Block A'. Release prisoners and take lift up to same level



2 ▲ Collect the Security Pass and go back to door left of 'Cell Block A' entrance. Down lift, through door behind it, then up and back to first Hub room

Enemies



ENFORCER ▲ Enforcers are fast moving and are tooled up with grenades or machine guns. Be really careful, they're common and deadly

Locate red key

FIND THE RED PYRAMID KEY IN THE GUARDHOUSE



1 ▲ Go through door on to Save Point to prison cells. Drop down a level and go round passage to your right from where you came in



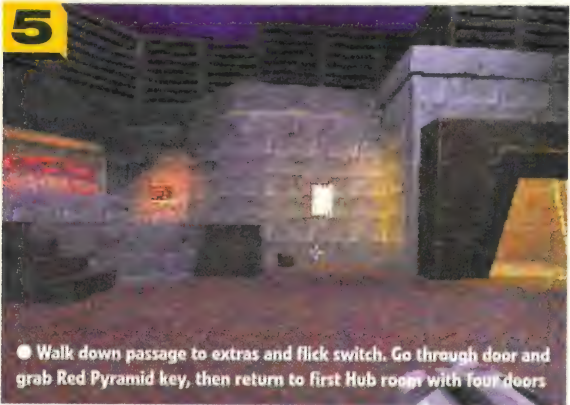
2 ▲ Walk through the door ahead. Look for the passage going down in yellow-striped Hub room, but first go through the door near you



3 ▲ Get here and only use the wall edges as the middle floor collapses onto deadly spikes. Head to water room on lower level. To next door



4 ▲ Grab extras, then turn back and go to down rock passage you noted earlier. Move into area after disposing of enemies



5 ● Walk down passage to extras and flick switch. Go through door and grab Red Pyramid key, then return to first Hub room with four doors

Destroy security CPU

SEEK AND DESTROY THE SECURITY GRID CONTROL CPU



1 ▲ Go through room with blue lasers, grab extras, then through more blue flashing lasers, but don't cross red ones. Keep going and take the lift up



2 ▲ Two Heavy Hitters. Be warned, big new tank enemy will go after you. You'll need the Grenade Launcher. Strafe around pillar and chuck grenades



3 ▲ Drop down hole. Go through red-piped passage, take lift up in blue room to higher level and flick switch. Shoot the blue bolt to destroy the grid

Open Pyramid

USE THE PYRAMID KEY TO OPEN THE PYRAMID



▲ Back at first Hub room, through these doors that lead to Pyramid. Hit switch when you get there and drop down new hole onto the level's exit

Locate unit exit

LOCATE UNIT EXIT AND KILL ALL RESISTANCE



● In the triangular door you noted earlier, now minus force field, exit level. Then climb up ladder for the rocket launcher before pressing exit switch

Power Plant

MISSION OBJECTIVE: DESTROY THE STROGG POWER FACILITY



1 ▲ Dispose of enforcer behind red lasers. Heavy hitter spider on lower level. When it's on opposite side of room, use lift to get down



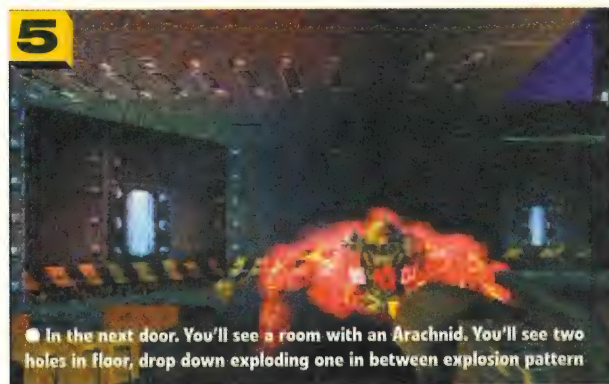
2 ▲ Go to back of area to get rid of Enforcer. Now get rid of spider, use lure, retreat and pick-off enemy with rockets



3 ▲ Hit switch at back of area, drop down hole. On and over acid trenches to get red key. Climb back up ladder to the spider area



4 ▲ Back up lift to first position, red lasers aren't there now. In door, you'll see topless females firing 'Iron Maidens'. Frag 'em



5 ● In the next door. You'll see a room with an Arachnid. You'll see two holes in floor, drop down exploding one in between explosion pattern



6 ● Flick switch and float up through other hole. Go up lift and through door that had the yellow lasers in the explosion room



7 ▲ Inside the new red door Hub room area, you'll see Hook mech-mutant on the left and Enforcer on the right. Go through the door on left and ahead on same level



8 ▲ Soon there'll be a room with the Data CD. Load of enemies appear when you grab it. Go back to red door Hub room



9 ▲ Go through the other red door on upper level. The dangerous room with metal bats follows. Then go up lift and into the blue opening



10 ▲ Go around the obstacle and across walkway to get to the switch, hit it and go down lift. You must remember where the next room is



11 ▲ You'll come back here later to exit the level. Now hit the switch on left as you enter and down through door on lower right

Enemies



IRON MAIDEN
▲ Don't be fooled by these topless beauties, they'll shoot very accurate rockets at you. They don't take much to kill, but are hard to hit

Activate pumps

FIND AND ACTIVATE COOLANT PUMPS

1



▲ Back in red door Hub room, go in last door that you haven't been in yet. Go on to a room with green hole and down hole

2



▲ Go through metal passage and next room to the toxic waste room. Go up lift to a room on two levels, up more stairs and to a lift

3



▲ Go to the next open expanse room. In the room with broken bars, shoot broken one, hit switch and drop down into new area

4



▲ Walk through passage to Save Point. RailGun in next room. Head towards the short stairs on right, on. Take lift up and go through room with Mega-Health on crate

Enemies

ARACHNID



▲ These are big and easy to hit, but they just won't go down. Use the peek-a-boo technique and wear them down patiently

5



● In the area with computers, hit the flashing switch

Second pump

PROCEED TO THE SECOND PUMP

1



▲ Go through next door and pass Save Point. Walk up slope, pass door with green light you can't get into and through iron passage

2



▲ Next room has flashing switch, hit it. Shoot column in room to expose hole, drop down. Go up lift and through toxic passage

3



▲ Go into computer ledge, get green key. Drop down and retrace your steps back to door with green light. Continue to next room

4



▲ Go into toxic pool room. Don't go over it yet. Go right, down a slope, grab Environment Suit and tube at back to red armour

5



▲ Jump down and follow route. Retrace steps to green-lit door. Go round to toxic pool, cross it, walk up steps and through door

6



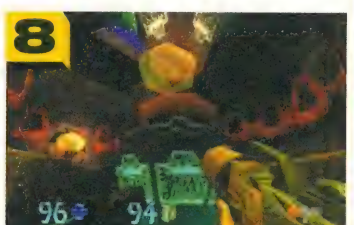
▲ Past room with Mega-Health, onto two levelled room. Hit switch to raise walkway. Walk through to long room with Save Point

7



▲ Through iron passage, drop down. You'll be back in familiar territory. Head back to Reactor room with red jammed door

8



▲ In Reactor room, an alarm will sound and the reactor will explode. Red jammed door breaks open, go in and onto level exit

Locate & destroy

DESTROY THE GRAVITY BOOSTER



▲ In first room strafe and use grenades on enemies. Go in next door, then into room with two doors

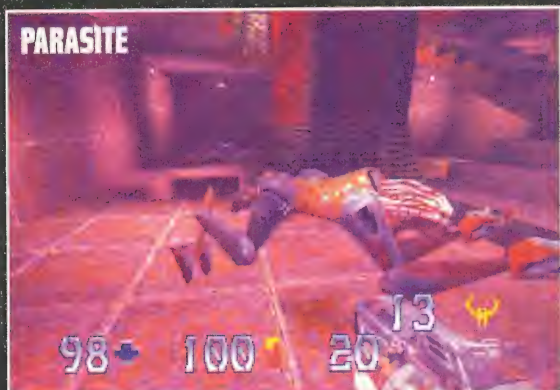


▲ Take right door to blue corridor. Next room, use Hyperblaster, go in green door on same level, up lift



● Walk through the door that's not blocked off with red lasers. Then you'll see the Hub room with four doors. Grab the Quad Damage and quickly go through the door to the left of where you came into the Hub room

Enemies



▲ Snarling Strogg dogs, that appear out of nowhere, are very fast and use homing lasers. Show no mercy because they won't for you

Research Lab

FIND THE ENTRANCE TO THE RESEARCH LAB



▲ At end is a room with small window to outside. Shoot red computers and grab the extras. Head back and go inside the door that had red lasers

Locate Repair Facility

LOCATE THE REPAIR FACILITY AND STEAL THE COMMANDERS HEAD



▲ Hit blue console on right to open door and walk in, then through the next green door. Turn left into green door, then into next green door



▲ Here, hit computer to disable Level One security. Head back the way you came and into blue door opposite. Walk through to Level One lift



▲ Go down into room with the dogs. Walk to the cells on left, unlock Bridge on computer. Head to the other side and door opposite as you came in



▲ Move onto another room with two dogs. Lose one on left, then stand on edge to shoot right one – this will extend the drawbridge



▲ On the drawbridge, look left to see two switches. Hit them both to disable Level Two and Three security. Walk across into next door



▲ Walk on and up lift. This will take you to where you were before. Head to prisoner room, to door marked 'Repair' and take the lift up



▲ Grab Commanders Head. Go all the way back to the Hub room with four doors and into Commanders Head door. In the room that's on an upper circular ledge, take the door with '25' on it to get to level exit

Eliminate Guardian

USE ANTI-MATTER CORE TO DESTROY THE GRAVITY BOOSTER



▲ Go through door ahead from the room you start in. Stand on platform and go through tube to large room. Be prepared!



▲ Boss alert! It moves pretty slowly, so you can kill it very easily by circling round it using the strafe button



▲ Plug it with a RailGun or rockets. But make sure you always have an obstacle to hide behind after you're strafed

● Grab anti-matter core when it's blown. Then proceed to door on the left as you came in, which had a forcefield. Go into teleport device to be transported

Blow Gravity Booster

TAKE THE ANTI-MATTER CORE TO THE GRAVITY BOOSTER



▲ Ambushed by four very hard enemies straight away. Just let go with a rapid fire weapon or the RailGun and hope for the best



▲ At the bottom of area, go down the slopes but don't go up the lifts on each side yet, chuck the grenades up first



▲ Now go up any lift. At top of area, check out the cool electro brain thing and stand near slot to put the core in



▲ Teleport to exit. Destroy enemies as soon as you reappear. Grab the white key ahead

Locate unit exit

LOCATE UNIT EXIT AND KILL ALL RESISTANCE



▲ Head back. Try to remember where to retrace your steps because you'll eventually come back to the white key Hub room



▲ As soon as you enter this room, a new flying enemy will explode out of the ground. Use rockets or just rush into white key door



▲ Near the end now. In the next area, lose four enemies and go upstairs on each side for much-needed medikits



▲ Go back down the stairs to the central room, then through the door straight ahead as you entered to exit the level

Inner Chamber

MISSION OBJECTIVE: FIND AND ELIMINATE THE STROGG LEADER MAKRON



1 ▲ Strafe in and out, shooting a constant stream of rockets at heavy hitters. Then head towards the back of the area



2 ▲ Walk up to the door, but get out of the way quickly! The door explodes and can kill you instantly



3 ▲ Go through and be careful. Retreat and rocket grenade the Hook mutants. Move to the back of the room and activate lift



4 ▲ Hit both switches and go up lift in next room, where you'll meet the Strogg leader himself. Hit switches and go up lift



6 ▲ Rush behind the first pillar on the left and duck behind it, forcing the droid to get caught behind it. Watch out for the green homing laser



● Grab extras and go up lift on left as you entered the area. You'll see a completely intimidating mech-droid. Use rockets on him



7 ▲ Keep plugging the rockets, you'll need at least 20 direct hits. It's not over when he goes, time for Makron who's even harder



8 ▲ If you use the right technique, it's quite easy. But if you face it head-to-head, even for a second, you'll die instantly



9 ▲ Lead it around one column. Shoot with a hyperblaster or railgun as soon as you see its side and it turns to face you



10 ▲ Retreat quick and repeat process. It will die eventually. Go through previously locked door downstairs and on to ship



12 ▲ Communication with your superior on the command ship reveals that you're the only one to escape the planet alive



11 ● Time to be rewarded with the ending sequence. You escape the Strogg base with a second to spare

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7

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2

5

8

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TONY HAWK'S SKATEBOARDING

WANT TO PULL OFF BLINDING SUPER-COMBOS THAT'LL HAVE YOU RACKING UP 10,000 POINTS WHEN YOUR MATES AREN'T EVEN OFF THE STARTING BLOCK? WHO BETTER TO TELL YOU HOW THAN TONY HAWK?

1 GETTING THOSE BIG POINTS

'Nollie or Fastplant every time you go off the edge of a jump to start up your combos. It's like getting a free trick in there every time, plus you'll go higher into the air. You can even start doing the key presses before you hit the edge of the ramp!



▲ Use a Nollie to get a bit more air when you go over the lip of the halfpipe



▲ Using a Nollie to start up the combo will give you a big multiplier

Use your signature moves as much as you can. If you use my 900 spin with a Fastplant you'll get yourself a cool 16,500 points for only two tricks. It's the easiest way to get up to those 40-50,000 point totals you'll need on the later levels



● Tony's trademark 900 spin is a fast-track way to rack up big points



'TONY'S A MAN WITH AMBITION: 'MY NEXT GOAL IS TO PULL OFF A FRONTSIDE STALEFISH 540°.' WAY TO GO, DUDE!'



'USE SIGNATURE MOVES LIKE MY

1 GETTING THOSE BIG POINTS CONTINUED

'If you're looking to get really high points, grinds are the best way to do it. Just find yourself a nice long ledge and grind your way along it doing kickflips every so often. Your points total will go through the roof'



▲ Doing grinds along a big ledge like this will give you an enormous score really quickly



'Don't do any grabs until you get to a halfpipe. Once you're there do a Nollie into a 720° grab. You'll get 4000 points. If you vary the kind of grab you do, you can do several spins and still score big points'

● Save your grabs for when you do a big spin like a 720° so's the multiplier is high

2 HOW TO DO THOSE REALLY BIG TRICKS

If you're going up a ramp to do one of the bigger tricks, the best way is to start pressing the keys before you leave the ramp. That way you won't lose your rhythm



3 HOW TO CATCH SOME SERIOUS AIR

'When you're going off the edge of a jump, do a Fastplant instead of an Ollie or a Nollie. You'll go higher into the air, so you're able to reach hard-to-get bonuses. On the later levels, this is pretty essential!'



TONY HAWK, KING OF SKATERS

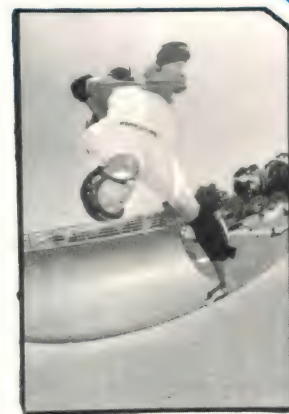
Tony Hawk, 31, is the World Skateboarding Champion. He earns thousands of dollars a year just for skateboarding, but he still practises in the public skate park round the corner from his house in Carlsbad, San Diego. Tony was motion-captured for the game, so every time you pull off a trick you're doing it Tony-style.

Tony's the only man in the world to have done a 900° spin off a ramp without the aid of rocket boosters or a parachute. He only did the

900° when the game was finished, but they went back and put it in anyhow. He's also starred in Gleaming the Cube with Christian Slater, where he played, yup, a skater.

Despite his awesome board skills, Tony's always been a straight-up ordinary guy, apart from one period in the 80s where he grew a giant skater bob and dyed it white. Tony's a big fan of his game, naturally, and he reckons he's damn near perfect at it.

At present, he's got no plans for more movies or videogames. But he's a man with ambition: he says 'My next goal is to pull off a frontside stakefish 540°'. Way to go, dude!




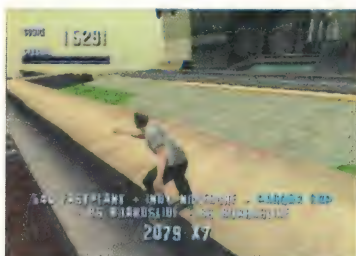
900° SPIN TO SCORE BIG POINTS

4

GRINDING MASTERCLASS

GRINDS ARE THE BEST WAY TO GET REALLY HIGH SCORES. HERE'S TONY'S TOP TIPS ON HOW TO GET THE MOST OUT OF YOUR GRINDS

'Hold the direction you want to go when you're going from one grind to another in a combo. If you just hold , you're more likely to fall off!'

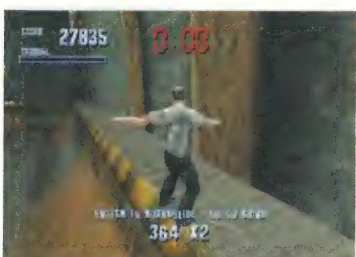


▲ Kickflip out of the grind



▲ Then flip round to face the right way

'Make sure to take a look at every level in the free skate mode before you try playing them. You can do grinds on just about anything with an edge, so it helps to plan a route through the level before you set off'





▲ Planning your route before you set off will make all the difference



▲ On every level, there's a couple of places that are best to do big grindfests

Use the left and right buttons to keep your balance while grinding. The more grinds you do in the same trick, the harder balancing will be. I always find I fall off when I try to do the fourth grind in the same combo: just stick to doing three

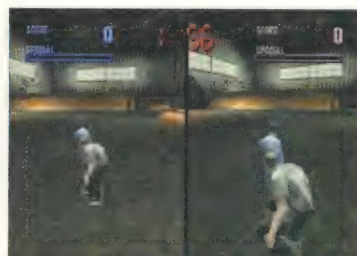


▲ If you see your character start to tip over, balance yourself by tapping  and 

5

THRASH YOUR MATES IN TWO-PLAYER MODE

If you go head on into your friend when you're playing, whichever skater's moving faster will stay upright. If you do it on purpose you can send them flying, and you'll have a few seconds extra to do some awesome combos



▲ Crash into your mate at high speed to knock him flying



▲ If you get it right, he'll go flying and stay down for a couple of seconds

'In Gرافitti mode I find the best way to play is not to be too flashy. Just do little tricks, fast ones and turn as much of the scenery your colour as you possibly can. Grinds are good because you can link them together'



▲ Just do little tricks off the scenery and you'll convert the level to your colour quickly

6

GET THE MOST OUT OF YOUR TRICKS

'Keep varying the tricks you do. Every time you do a trick, you'll get less points for it, so learn as many tricks as you can and avoid repetition'



▲ Learn loads of different tricks...



▲ Otherwise you won't make the grade

THE TIPS AND CHEATS YOU NEED TO BEAT THE TOP GAMES

TIPS & CHEATS



Wip3out UNLOCK ALL THE SECRETS

GET EXTRA TEAMS AND SECRET TRACKS

From the main menu, go to 'options', 'game setup' and 'default names'. Enter the following names:

CHEAT	CODE
ALL TEAMS	AVINIT
ALL TRACKS	WIZZPIG
UNLOCK ALL CHALLENGES	THEHAIR
LINK MODE	LINK
UNLIMITED HYPERTHRUST	MOONFACE
UNLIMITED SHIELDS AND THRUST	GEORDIE
ALL TOURNAMENTS	BUNTY
PHANTOM CLASS	JAZZNAZ
4 PROTOTYPE TRACKS	CANER W



▲ Having the secret teams when you start off should give you the edge



▲ Use unlimited hyperthrust to pull ahead



▲ Check out the prototype tracks

Dino Crisis

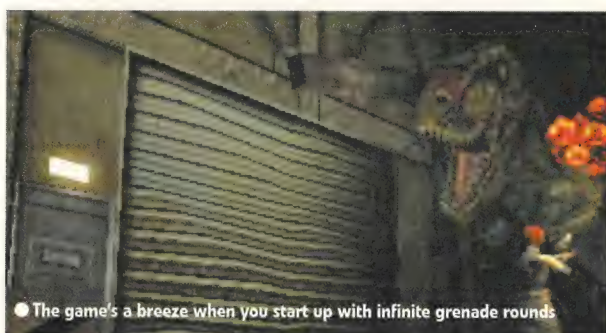
GET INFINITE AMMO AND A BEARSKIN BIKINI

REGINA'S CAVEWOMAN OUTFIT

When you finish the game for first time, Regina will get two new costumes – battle and army. If you play through the game twice, you'll get a fourth outfit for Regina to wear. It will change her into a cave girl. A bonus for getting this is that if you check her guns at your equip menu, they'll have turned into ancient type weapons. They'll still function like normal, though.

INFINITE GRENADE AMMO

When you have seen all three endings to Dino Crisis (you've got to play three separate games from start to finish). Regina not only starts with a grenade gun, but she also has unlimited ammunition.



● The game's a breeze when you start up with infinite grenade rounds

D.D.K DOOR LOCKS

To open the DDK doors use the 'H' disks, then to find the DDK password simply take away the key letters from the code letters. For example, if the code is HBCEFAGDI and the key is BCFG, take BCFG away from HBCEFAGDI to get the password HEAD.

OPEN OPERATION WIPEOUT

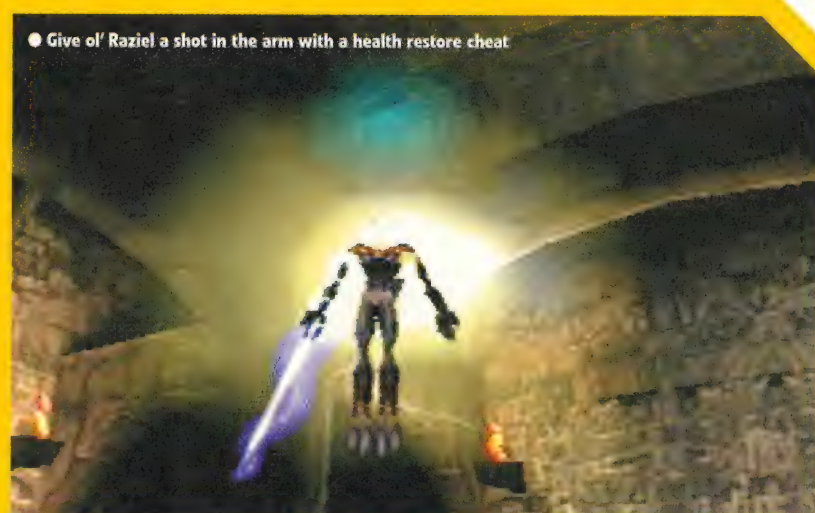
If you beat the game on normal in under five hours, it will unlock a sub-game called Operation Wipeout. In this sub-game you have to kill all the Dinos in under the given time. You only get a limited amount of ammo.

BONUS OUTFITS

If you beat the game in under eight hours, you'll get new costumes to wear.



● Beat the game and Regina will get two new outfits. And each successive win means more costumes



● Give ol' Raziel a shot in the arm with a health restore cheat

Soul Reaver

HEALTH & MAGIC RESTORE

REFILL HEALTH AND MAGIC

To activate these codes pause the game, then press and hold **L1** + **R1** and enter codes below.

CHEAT

CODE

HEALTH ↕ ● ○ ☆ ☆ ☆ ☆
MAGIC ○ ○ ○ ○ △ ↕

Pool Shark

HUSTLE TO WIN

Rename either player as CW12 4AP.

SHOW BALL TRAJECTORIES

Press **L2** + **R2** + **○** to bring up loads of coloured lines showing where every ball will go.

INSTANT WIN

Press **L2** + **R2** + **○** during game to win.



● Access coloured lines to show where each ball goes

SOFTWARE HOUSES

ACCLAIM	09068 303330
ACTIVISION	01895 456700
TAKE 2	01429 855046
CODEMASTERS	01926 816044
ELECTRONIC ARTS	0906 753253
EIDOS	0121 3560831
GT INTERACTIVE	0891 669910
INFOGRAMES	0161 827 8060
INTERPLAY	0839 662666
JVC	0171 240 3121
KONAMI	09014 747484
MICROPROSE	01454 893900
NAMCO	09064 765765
PSYGNOSIS	0151 282 3333
SONY	09064 765765
TELSTAR	01932 232299
THQ	07071 223388
UBI SOFT	0181 944 9000

Croc 2

LOADSA CRYSTALS & CHEATS

CHEAT MODE

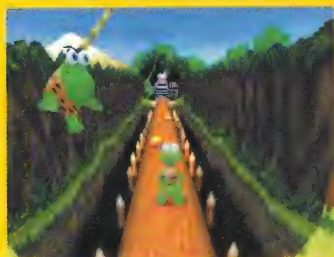
Hold **L1** and press **△** **◀** **▶** **□** **○** **△** **◀** **▶** **□** **○** **△** at the title screen. Then while playing a game, press **L2** + **R2** to display a cheat menu.

INFINITE CRYSTALS

At the title screen, hold **L1** and press **□** **■** **●** **↓** **◀** **▶** **□** **○** **△**. Then while playing the game, hold and press **■** to add one hundred crystals to your inventory. Repeat this to add an unlimited amount of crystals to your inventory.



▲ Get infinite crystals and you can access all the levels instantly



▲ The cheat menu is mighty handy



▲ Enemies are easy with infinite health

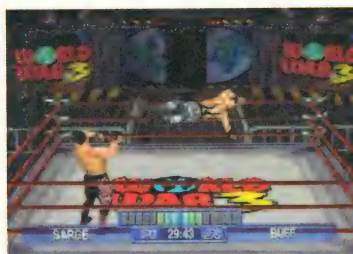
WCW Mayhem

HIDDEN WRESTLERS AND ROOMS

CHEAT

CODE

ALL BACKROOMS	CBCKRMS
ALL HIDDEN WRESTLERS	PLYHDNGYS
QFTB CHEAT	CHT4DBST
DOPPELGANGER MODE (PLAY AS SAME WRESTLERS)	DPLGNGRS
CLASSIC NITRO SET	PLYNTRCLSC
BIONIC CREATED WRESTLER	MKSPRCWS
MASKED REY MYSTERIO JR.	MSKDLTRY



▲ Sarge here is one of the hidden fighters



▲ Feel the force with a bionic wrestler



▲ If you're feeling nostalgic, head for the classic Nitro set

No Fear Downhill Mountain Biking

ALL RIDERS AND TRAILS

Go to the time trial mode. When asked 'enter competition access code?' answer yes. Now enter any one of these cheats, leaving a space between the word 'cheat' and the corresponding number:



▲ The cartoon trail shows no signs of Bugs or Mickey, talk about being cheated



▲ The wireframe trail is fun for about five seconds, then it degenerates very quickly

CHEAT

CODE

ALL TRAILS	CHEAT 1
ALL UPGRADES	CHEAT 2
TRICK TRAIL	CHEAT 3
ALL RIDERS	CHEAT 4
ALIEN TRAIL (DRY RIVER VALLEY PRO)	CHEAT 5
LAVA TRAIL (ALSO VOLCANO PRO)	CHEAT 6
CARTOON TRAIL (HAWTHORN HILL AMATEUR)	CHEAT 7
WIREFRAME TRAIL (WALZMAN PATH AMATEUR)	CHEAT 8
DOTS TRAIL (SUNSHINE FOREST AMATEUR)	CHEAT 9
VIRTUAL REALITY TRAIL (CUEVAS DEL DRAC PRO)	CHEAT 10
MIRROR MODE	CHEAT 11
LOW GRAVITY	CHEAT 12B

KKND: Krossfire

CHEATS MENU

Begin a game with your chosen side. When the mission starts, hold **L1 + R1 + R2 + L2** and press **ST**. This will bring up the pause menu. Highlight and select the 'Display Password' option. When the password is displayed, press **△ ○ □ ×**. Return to the pause menu and there should be a new cheats sub-menu available. This'll give you extra money, invincibility, no shroud and instant victory.



▲ Skip to the harder missions later in the game with these codes

EVOLVED CHEATS	CODE
The Guns Of Navaho	HHQQQ4
The Spiders Lair	HUQQQ1
The Seven Samurai	HDQQQS
The Rabbit Warren	HLQQQZ
The Birds	IQQQHZ
I'll Be Your Friend	IVQQUZ
Supply Run	IAQQGZ
Napalm Sunday	IGQHGG
The Wall Of Death	ILQHLZ
Dam It Janet	JUQFLZ
Take The Tower	JDQ6LZ
Aerial Supremacy	JCH6LZ
Operation Donut	JKU6LZ
End 2 Robots	KVG6LZ
End 2 Symmetrics	K8GLLZ

SURVIVOR CHEATS	CODE
The Great Escape	DTSQSB
Hide And Seek	DUSQSI
Let's Get Technical	DBSQSS
Kamikaze Squad	DJSQSZ
Phoenix River	ESSQZG
Impending Annihilation	ETSQUZ
Charlie Don't Surf	EOSQHZ
Convoy	ENSQJZ
This Ain't Avalon	EJSHJZ
Robots Must Die!	FGSUJZ
Heavy Weapons Operation	FISGJZ
First To The Middle	F3SLJZ
Con Air/Special Delivery	FNGLJZ
Strike Three	GSULJZ
Death To The Freaks	G1HLJZ



▲ Type in level codes to play The Glue Lagoon or many others

SERIES 9 CHEATS	CODE
Driving Miss Daisy	L41Q14
Gopher Hunt	L11Q11
Divide And Conquer	LQ1Q1Q
Checkpoint Charlie	LZ1Q1Z
Highway To Hell	M11Q4Z
Bridges Of Mad Son County	MB1Q1Z
Ring A Rosie	MP1QQZ
Grapes Of Wrath	M91QZZ
The Glue Lagoon	MZ1HZZ
Mutants Off-Line	N41UZZ
Walls Of Jerry Co	NN1GZZ
Islands In The Stream	NF1LZZ
River Runs Through It	N94LZZ
Ground To Air	O11LZZ
Survivors Go Home	OJQLZZ

Vigilante 8

ALL ARENAS, ALL CHARACTERS

To open up all arenas in one-player, just go to Game Status in the options screen, press **△** and then **○** to enter the passcode: bang in; WMNNWLHTSCUCLH. That also gets you the secret characters 'Y', an alien in a spaceship and Santa Claus in a sleigh of death. Enter these as character names:

CHEAT	CODE
BIG WHEELS	MONSTER_WHEELS
PUMPED UP HOMING MISSILES	DEADLY_MISSILE
REDUCED GRAVITY	REDUCE_GRAVITY
NO ENEMIES	GO_SIGHTSEEING
INVINCIBILITY	I_WILL_NOT_DIE
ALL FMV MOVIES	SEE_ALL_MOVIES
EXPERT MODE	HARDEST_OF_ALL

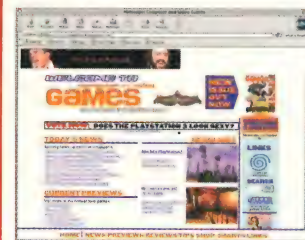


▲ Create awesome carnage using the powered-up homing missiles

INTERNET TIPS SITES

COMPUTERANDVIDEO GAMES ONLINE

<http://www.computerandvideogames.com>



GAMEFAQS

<http://gamefaqs.com>

PSX GAMER

<http://www.psxgamer.co.uk/home.htm>



CHEATMASTERS ONLINE

<http://www.cheatmasters.ndirect.co.uk/cheats.html>

PSX NATION

<http://www.psxnation.com/>

GAMES MANIA

<http://www.gamesmania.com/cgi-bin/english/news/default.htm>

THE PLAYSTATION GALLERIA

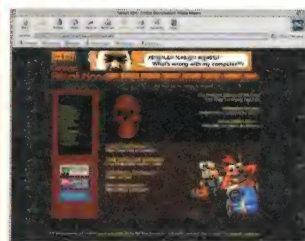
<http://www.vidgames.com>

GAME SAGES

<http://www.segasages.com>

GAMES REVOLUTION

www.game-revolution.com/content.htm



ABSOLUTE PLAYSTATION

<http://www.a-p-i.net/absoluteplaystation/tips/acheats.htm>

Biofreaks

ONE HIT KILLS

BULLSEYE'S ONE-HIT KILL

The way you pull this off is similar to the Energy Drain move, but instead of pressing Left Punch, press Right Punch. (Facing right) the move would be: $\square \square + \text{'right punch'}$. Bullseye's fist will start to glow and he will spin around and (if the opponent's too slow) he will chop off the opponent's head.

DELTA'S ONE-HIT KILL

To pull off Delta's scissor move (one-hit kill); press forward then Back + Left Kick at the same time. If done correctly, her hands will glow and she will cut her opponent in half.



● Give it some super kick-ass action

DURGE'S ONE-HIT KILL

To pull off Durge's ultra-fast one-hitter, press Back, Forward + RP + RK, while fighting.

SABOTAGE'S ONE-HIT KILL

When fighting as Sabotage, tap \square , then press and hold $\square + \text{RP} + \text{RK}$. And if the move connects, your opponent's head will explode.



● This game has spectacular special effects

ZIPPERHEAD'S ONE-HIT KILL

Push $\square + \square + \triangle$. Zipperhead's fist will glow and cut your opponent's body in half.

Tenchu

LEVEL SELECT & EXTRA WEAPONS

EXTRA WEAPONS

At the select weapons screen hold **R1** and press $\square \square \triangle \triangle \square \square \square \square$.

INFINITE INVENTORY

If you fancy taking more than your fair share of gear with you, hold **R2** and press $\square \square \triangle \triangle \square \square \square \square$ at the weapons select screen.

HEALING

If you need to patch up your assassin, pause the game and press $\square \square \triangle \triangle \square \square \square \square$. If you've done it right, you'll hear your ninja shout.

LEVEL SELECT

At the stage select screen hold **R1** and press $\square \square \triangle \triangle \square \square \square \square$.



▲ Use the level skip to head to Level 10, where you fight Satan himself!

Final Fantasy 8

GUARDIAN FORCES BUSTED

The following are the 22 Guardian Forces you can get to make it through FF8

QUETZALCOTL

You don't have to find this guy, you get him at the beginning of the game.



▲ Quetzalcoatl: he's yours from the start

PANDEMONA

Drawn from Fuujin, who you will meet in Balamb Town.

ALEXANDER

Drawn from Edea. Meet him in Galbadia Garden.

BAHAMUT

Defeat Bahamut at the Galbadia Underground Research Facility. It's located in the south-west corner of the map. It's in the middle of the ocean. To fight him, you must talk to the machine, then pick the first answer for the first question, second answer for the second and the third answer for the third question. You will then fight Bahamut.

GILGAMESH

Receive Odin before the end of Disc 3 and Seifer will kill him. Gilgamesh'll replace him.

IFRIT

Defeat Ifrit in the Fire Cavern outside Balamb Garden as part of the test.



▲ Ifrit's found in the Fire Cavern

EDEN

Drawn from Ultima Weapon in Galbadia Underground Research Facility. First defeat Bahamut (see above). The following GF's are non-drawable. You must either use items to call them (Phoenix and Chocobo), or they appear randomly (Odin and Gilgamesh).

CACTUAR

Fly to Cactuar Island in the south-east section of the world and run into the giant cactus that you'll see moving. Defeat Giant Cactuar.

PHOENIX

Use your Phoenix Pinion during battle

SIREN

Drawn from the boss at the top of Dollet Sattelite during the Exam.

DIABLOS

Diablos can be summoned up using the magic lamp given to you by Cid. SAVE FIRST - difficult opponent.

LEVIATHAN

Drawn from NORG in Balamb Garden. Make sure you draw from NORG and not the pods.

CERBERUS

Fight and defeat him in Galbadia Garden.

DOOMTRAIN

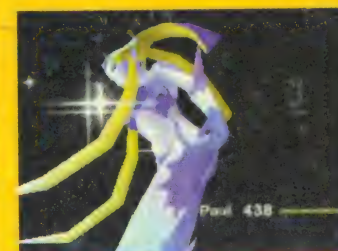
Get 'Solomons Ring' from Tears Point before Lunatic Pandora is summoned. (Do this before you're supposed to meet Dr Odine). Get the 'Mug' Marlboros outside the Sorceress Shrine, collect 6 (also found at the Island closer to Heaven). Buy 60 remedies and use Alexander's 'Med Lev Up' skill to make six remedy's. Get six iron pipes. You can get these from the yellowish-green monkey enemy outside Deling. Use the Solomon Ring from the item menu and you'll bag DOOMTRAIN.

TONBERRY

Go to the Centra Ruins - after receiving Odin, see below - and fight 20 Tonberries. After defeating the twentieth, King Tonberry will come. Defeat him.

SHIVA

Shiva's another Guardian Force you get right at the start of FF8.



▲ You get Shiva at the beginning

CHOCOBO

Catch and name a Chocobo, then use your gysahl greens during battle.

BROTHERS

Defeat the brothers in the Tomb of the Unknown King outside Deling.

CARBUNCLE

Drawn from the Gargoyle/Lizard bosses in Deling during Parade.

ODIN

Defeat him in Centra Ruins. He appears randomly at the beginning of battles.

Q+A



Got a PlayStation problem? We'll sort it!

RESIDENT EVIL 2

Hey dudes, on Resident Evil 2 how do you get the two halves of the last blue stone to put with the other two stones in the Chief's office? It's driving me mad!

Richard Moss

plus It's a bit of a teaser. You'll find the blue stone in the area near the crashed helicopter. Work your way past the nose of the helicopter, keeping to the right. There's a door, go through it to get to the statue of Tyrannus the Brave. Place a red jewel in the fixture either side of the statue. This'll open a compartment in the statue's chest revealing the blue stone.

SILENT HILL CODES

I love Silent Hill, but could you sort me out some Xplorer codes to make life a bit easier?

Ryan Pennington

plus Always happy to oblige...

SAVES ALWAYS ZERO 8730F8003535
INFINITE HEALTH 8742D04EC134
..... 3743EFC3C234
INFINITE AMMO 376EA00DC234

SF EX PLUS ALPHA

Are there any cheats for Street Fighter Ex Plus Alpha and Rebel Assault, because I need a little helping hand.

Matthew Preston

plus For Street Fighter go to practice mode. Press **SEL**. Now quickly press **△△△△△SEL**. Go back to practice mode. A new option should be there for you. As for Rebel Assault, give these a whirl...

EASY LEVEL × × × × × × × ×
MEDIUM LEVEL × × × × × × × ×
HARD LEVEL × × × × × × × ×

TOMB RAIDER 3

In Tomb Raider 3, how do you get to the All Hallows level, I'm at the end but it's not letting me in. I've played this mutha till my hands have bled?

Norrie Hunt

plus Well, you're not gonna like us then. The problem is that you haven't collected all the secrets. To get to the All Hallows level, you've got to get all 59 secrets.

DEAD BALL ZONE

Hi guys, Bob here, I'm after some cheats for Dead Ball Zone, can you sort it?

Bob Carols

plus Bob, do bears shit in the woods?

To open all the stadiums and teams, highlight **ITALIAN** on the language selection option, then hold **R1** + **L2** + **△** + **○**.

CITY OF LOST CHILDREN

I've just bought an old game called The City of Lost Children. I need some help, it's driving me mad. I can't do anything. I can't get the key to rob the Paymaster's Office on the first level. I'm stuck, any cheats?

E Blagdon

plus Well, do we detect a hint of desperation? Sit back and let us help. First off, ask Pieuvre about robbing the cashier's hut. Leave via the door. Once outside, talk to Pelade, the old geezer, and he'll give you the key to the Paymaster's Office.

FORSAKEN

Have you got any cheats or tips for Forsaken? I'm finding it a bit hard going.

Ed Andrews

plus We sure have. Take a look at these:

ALL WEAPONS

× × × × × × × × **R1 R2 L2 L1**

CHEAT OPTIONS

Highlight **OPTIONS** and press **△△△△**
△ × to activate the cheat options.

LEVEL PASSWORDS

Level 4 5J9DNN1D
Level 5 5N9XNN1F
Level 6 FSBDP43G
Level 7 80BJN8B0
Level 8 G4C4N4CK
Level 9 X8MLP4H2
Level 10 VDX2NXGM
Level 11 XK4QNDH4
Level 12 4PFDN095
Level 13 STFNN8G6
Level 14 NYG4N0F7

RAINBOW SIX

When will Rainbow Six be appearing on the PlayStation? I'm gagging for a go on it.

Adam Wrihtham

plus We're told it'll be out around the end of November. You say you're gagging to play it. It's not all that you know, we know it was built up to be ace, but the end result isn't too great. It looks crap, there's a real lack of variety and the

teamwork side of things is shoddy. Oh well, that's another dream shattered.

TOMB RAIDER 2

I have found all Tomb Raider 2 secrets except two, in the levels 14 and 15. Please help me.

Tina

plus You didn't say which secrets you wanted. There are three secrets in each of those levels, you know. So being the nicest of blokes we'll give you all of them.

LEVEL 14: SECRET 1

Go to the cage and pull the block out (second from the left when entering through the bars), push it sideways to reveal an entrance to a large room. There's an invisible walkway that goes all the way down the middle of the room to a pedestal. The secret's on the pedestal.

LEVEL 14: SECRET 2

It's in the dark passage to the right of the cave. Light a flare and jump forward over a ramp to grab it.

LEVEL 14: SECRET 3

Before getting the Talion, drop down to the ice field and head for the ladder near the far left corner. Jump over to grab it, climb down, light a flare and then turn left. Drop down to a platform, turn around to find a switch. Hit it to open the hut near the palace. Climb back up the ladder and jump back to the ice field. Now head for the hut to find the secret.

LEVEL 15: SECRET 1

As you slide down the first waterfall, do a mid-air roll to slide backwards. Grab the edge of the waterfall, shimmy left, and pull up to find the secret.

LEVEL 15: SECRET 2

Don't drop from the first ladder to grab the secret ledge, as you'll fall into the lava and die. From the low walkway, shimmy along the crevice to reach the secret.

LEVEL 15: SECRET 3

Climb to the right and slide down onto the springboard. Push forward in the air to land on a rafter. Turn right and do a running jump to grab the ledge with the secret. From here, you can jump back to a ledge and onto the slope.

CALL US DIRECT

STUCK ON A GAME? THEN GIVE US A CALL AND WE'LL HELP YOU OUT, NO PROBLEMS.



NO RIP-OFF FAXBACK
NO PREMIUM RATE PHONELINES

0207 972 6744

WE'LL ANSWER ANY QUESTIONS

If you're stuck, or you want tips, cheats or release dates, write your question on this form, cut it out and send it to us at: PlayStation Plus Q&A, 338-346 Goswell Road, London EC1V 2PQ.

My question is:

Name/address:

EXCHANGE

EXCHANGE YOUR OLD GAMES

FOR FREE NOW!



PHONE
plus
DIRECT

0207 972 6777

THIS IS A NORMAL RATE PHONE LINE, NOT A RIP-OFF PREMIUM LINE!

**BORED OF BUST-A-MOVE? FINISHED FINAL FANTASY?
SWOP IT FOR SOMETHING FRESH FOR THE COST OF A
NORMAL PHONE CALL AND A STAMP.**

GOT SOME GAMES TO SWOP?

- If you've got a game to exchange, just pick up the phone and call Consumer Editor Steve to find out who wants it and what they've got to offer in return. We don't use rip-off faxback or premium rate phone lines so this call costs the same as calling a mate in London.
- If you don't like what's offered, tell us five games you would like and when someone calls in with one of them, we'll call you and arrange the trade.
- Offer as many games as you like and just sit tight until we find the swap you want.

SEE A GAME YOU WANT?

- Call us and find out if it's still available and if you've got the right game to swap for it.

**REMEMBER: THERE'S NO NEED TO SEND ANYTHING
UNTIL WE'VE ARRANGED A SWOP FOR YOU**

READ THIS CAREFULLY BEFORE YOU PHONE:

- We check every game when it comes in, so don't bother sending anything dodgy
- Don't worry, your name, number, or address won't go any further than our office
- We do accept: import games
- We don't accept: games without genuine boxes and manuals
- We don't accept: pirate games
- We don't accept: dodgy or crash-prone discs

HERE ARE SOME OF THE 100S OF GAMES AVAILABLE NOW

ABE'S EXODDUS
ABE'S ODDYSEE
ACTUA SOCCER
AIR COMBAT 2
APOCALYPSE
BLOODY ROAR 2
BUBSY 3D
BUST A MOVE 2
C&C RETALIATION
COLIN MCRAE RALLY
COOL BOARDERS 2
ONSI DE SOCCER
CONSTRUCTOR
CRASH BANDICOOT
CROC
DEAD BALL ZONE
DESTRUCTION DERBY
DEVIL DICE
DIABLO
DIE HARD TRILOGY
DOOM
DUKE NUKEM: TIME TO
KILL
F1 97
FADE TO BLACK
FIFA 99
FINAL DOOM
FINAL FANTASY 7
FLUID

FORSAKEN
GRAND THEFT AUTO
GTA LONDON
HARD EDGE
HEART OF DARKNESS
ISS PRO 98
LEMMINGS 3D
LOST WORLD
LUCKY LUKE
MADDEN 99
MAX POWER RACING
MEDIEVIL
METAL GEAR SOLID
MICRO MACHINES V3
MORTAL KOMBAT 4
MUSIC
NBA JAM EXTREME
ODT
OLYMPIC SOCCER
PGA 96
PITFALL 3D
POP 'N' POP
PORSCHE CHALLENGE
PREMIER MANAGER 99
PSYCHIC FORCE
RAYMAN
RESIDENT EVIL 2
SCARS
SILENT HILL

SIM CITY 2000
SYNDICATE WARS
SOVIET STRIKE
SPYRO
STAR GLADIATOR
STREET RACER
STRIKER 96
SYPHON FILTER
TEKKEN 3
TENCHU
THUNDERHAWK 2
TOBAL No1
TOCA 2
TOMB RAIDER 2
TOMB RAIDER 3
TOSHINDEN 2
UEFA CHAMPION'S LEAGUE
VIGILANTE 8
V-RALLY 2
WARZONE 2010
WCW NITRO
WILD NINE
WIP3OUT
WIPEOUT 97
WORLD LEAGUE SOCCER 99
WORMS
WWF WARZONE
X2
Z

CENTRAL

MOST WANTED GAMES SO FAR

HERE'S THE TOP FIVE MOST SOUGHT AFTER GAMES? WANT TO SWOP IT? AND WHAT THE HUNGRY SWOPPERS CAN OFFER IN RETURN. GOT ONE OF THOSE TOP FIVE GAMES? CALL NOW 'COS YOU'RE IN BUSINESS SON.

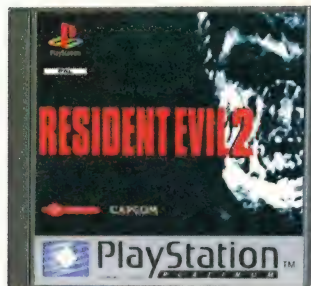


1. METAL GEAR SOLID

Last month more than 30 people called asking for this stunning stealth 'em up classic. High on the list of our Essential 101 Games.

GOT IT? FINISHED IT? FANCY ANY OF THESE?

C&C Red Alert, Tenchu, Final Fantasy 7, Bust-a-Move 2, Silent Hill, Max Power Racing, Apocalypse, Abe's Oddysee, Shadowman, F1 97



2. RESIDENT EVIL 2

Seems like everyone wants to slay the undead these days, and the second most asked after title last month was this gore-drenched zombie hunt.

GOT IT? FINISHED IT? FANCY ANY OF THESE?

Soviet Strike, Pop n' Pop, Poy Poy, Bloody Roar 2, Syndicate Wars, Worms, Tekken 3, Premiere Manager 99, Final Doom, Fluid, Sim City 2000, Z



3. TEKKEN 3

It's no surprise this ace beat-em-up is high on everyone's wanted list. Loads of you called to try and get your hands on this bone cruncher.

GOT IT? FINISHED IT? FANCY ANY OF THESE?

Diablo, F1 97, Worms, Bloody Roar 2, Abe's Oddysee, V-Rally 2, Vigilante 8, War Zone 2010, Air Combat 2, NBA Jam Extreme, Tomb Raider 2



4. SILENT HILL

Seen the Blair Witch Project yet? This spine-chiller'll tide you over until you do. It's one of the most frightening games around.

GOT IT? FINISHED IT? FANCY ANY OF THESE?

Resident Evil 2, Crash Bandicoot, Descent, Devil Dice, Fluid, WCW Nitro, Grand Theft Auto London, Construcor, V-Rally Championship



5. FINAL FANTASY 7

This mega-epic RPG is numero five on our Most Wanted chart. Are you tired of it and like the look of one these?

GOT IT? FINISHED IT? FANCY ANY OF THESE?

Herc's Adventure, Future Cop LAPD, Hard Edge, Forsaken, Dead Ball Zone, Baby Universe, Mortal Kombat 3, Jurassic Park Lost World.

EXCHANGE HEAVEN!

IT'S A DEAL, IT'S A STEAL, IT'S THE SWOP OF THE FRICKIN' CENTURY!

Andrew Hale, Islington, London.

I got Driver for Silent Hill. I finished Silent Hill in a day and thought it was poor next to Res Evil 2. Driver's rough, though. It's a sweet deal!

Neil Fulton, Stamford, Lincs.

Driver's good but, at the end of the day, racing is racing. I was chuffed to get Silent Hill, though. It's got to be the spookiest PlayStation game yet.



* EXCHANGE VOUCHER *

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0906 2223000



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0906 2223309



Final Fantasy VIII
0906 2223001



Resident Evil 2
0906 2223303



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Dino Crisis
0906 2223002



FIFA 2000
0906 2223003



Multitap
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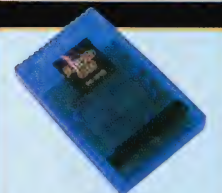
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Recoil Light Gun & reload pedal
0906 2223318



Cheat Card
0906 2223315

If you have to cheat you might as well do it properly. Not only is this card pre-loaded with 100's of top cheats, it also finds new ones!



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Unique Motion reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.



TopDrive GTO Dual Shock compatible wheel
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This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

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**GUIDE TO GET YOU
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REVIEWS:

ISS PRO EVOLUTION
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INTERNATIONAL
TRACK & FIELD 2
WU-TANG TASTE THE PAIN
URBAN CHAOS
GRAN TURISMO 2
CHEF'S LUV SHACK
SOUTH PARK RALLY

GUIDES:
GIANT
GTA2 GUIDE

FIFA 2000
WIN WITH THE WINNERS

ESSENTIAL 101 GAMES

**FOUR
FRESH
ENTRIES
THIS ISSUE!**

THE BEST PLAYSTATION GAMES YOU SHOULD OWN

WANT TO KNOW THE BEST STUFF? HERE'S THE PLAYSTATION PLUS ESSENTIAL 101 GAMES

■ EVERY HIGH-SCORING GAME FROM OUR 700 REVIEWS HAS BEEN RE-REVIEWED TO SELECT THE ESSENTIAL 101

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■ WHAT YOU THINK ABOUT THE ESSENTIAL 101 GETS PUBLISHED EVERY ISSUE (P85)



ABE'S ODDYSEE

● PRICE £19.99 ● PLAYERS 1-2 ● 9

A great alien platform adventure game, with puzzles that get harder as you go through the game. Loads of laughs and character voices.



ABE'S EXODDUS

● PRICE £39.99 ● PLAYERS 1-2 ● 9

Better puzzles than Oddysee and hours of laughs, especially when you get the poor old slaves to start slapping each other. Excellent stuff.



ACTUA GOLF 3

● PRICE £39.99 ● PLAYERS 1-8 ● 8

The best golf game around and easily the most realistic when used with the Dual Shock pad. A class multiplayer game with up to four mates.



ACE COMBAT 2

● PRICE £19.99 ● PLAYERS 1 ● 8

At last, a great-looking flight sim with a wide choice of missions and loads of planes to choose from. Use the Dual Shock pad for the best experience.



ANNA KOURNIKOVA'S SMASH COURT TENNIS

● PRICE £34.99 ● PLAYERS 1-4 ● 9

The greatest tennis game to hit your PlayStation. Supremely playable in one-player, but it's best with a multitap and three other mates.



ALIEN TRILOGY

● PRICE £19.99 ● PLAYERS 1 ● 7

Doom-style first-player blast 'em up. Boasts big-ass weapons to collect and tons of acid-spitting aliens to blow to shreds. Graphics look a bit blocky.



APE ESCAPE

● PRICE £34.99 ● PLAYERS 1 ● 9

Only compatible with the Dual Shock pad, but if you've got one and you're into cutesy platform games, this has got fun and challenge by the bucketload.



APOCALYPSE

● PRICE £39.99 ● PLAYERS 1-2 ● 8

Amazingly, Bruce Willis saves the world again with this wise-cracking, great-playing blaster. A bit on the samey side but loads more fun with the Dual Shock.



BLOODY ROAR 2

● PRICE £39.99 ● PLAYERS 1-2 ● 8

Tekken 3 with teeth. Transform yourself into a slaving beast and smash mates to a bloody pulp. Rammed with great graphics and cool combos.



BRIAN LARA CRICKET

● PRICE £39.99 ● PLAYERS 1-2 ● 9

Get the hang of its tricky control system and you'll be playing the best cricket game on your PlayStation. It's great in two-player, too.



BROKEN SWORD

● PRICE £19.99 ● PLAYERS 1 ● 8

A point-and-click adventure with rock-solid puzzles and neat graphics. Superb fun, but it can be frustrating as hell unless you're dead patient.



BROKEN SWORD 2

● PRICE £39.99 ● PLAYERS 1 ● 9

Compared to the original, this has touched-up graphics, a new plot and new environments. But it's still got the toughest puzzles in any 'Station point-and-click adventure.



BUST-A-GROOVE

● PRICE £34.99 ● PLAYERS 1-2 ● 8

Weird and quirky dancing game where you get to choose your dancer, hit the floor and pull off some slick moves in the ultimate boogie battle.

'THIS IS A GRIPPING GAME AND IT'S ADDICTIVE AS HELL. ONCE YOU START, YOU'LL BE HOOKED'



BUST-A-MOVE 2

● PRICE £39.99 ● PLAYERS 1-2 ● 9

The concept's dead simple: just aim your bubble gun to burst the brightly-coloured gems at the top of the screen. This is a gripping game and it's addictive as hell. Once you start, you won't be able to stop – you'll get hooked beyond redemption. The two-player's pretty impressive, too.



CIVILISATION 2

● PRICE £39.99 ● PLAYERS 1 ● 8

An awesome God game similar to Sim City. You start the game in the Stone Age and progress through the years by building up your civilisation.



COLIN MCRAE RALLY

● PRICE £19.99 ● PLAYERS 1-2 ● 9

An amazing rally game that's still the best. Good controls spell pedal-to-the-metal action, with awesome powerslides. Grab a mate for great two-player races.



COLONY WARS VENGEANCE

● PRICE £39.99 ● PLAYERS 1-2 ● 9

A Colony Wars sequel with loads of new missions, set both in deep space and on planet surfaces. Use the Dual Shock for max effect.



COMMAND AND CONQUER: RED ALERT

● PRICE £19.99 ● PLAYERS 1-2 ● 9

Tool up your army for winning campaigns. Great two-player link-up lifts this strategy game above the rest.



COOL BOARDERS 2

● PRICE £19.99 ● PLAYERS 1-2 ● 8

Ignore the rosey graphics, this snow-board classic boasts an easy-to-use trick system and neat two-player mode.



CRASH BANDICOOT 2

● PRICE £19.99 ● PLAYERS 1 ● 9

A damn good platformer that looks very cool. Boasts loads of variety and addictive platform action. And it's only £20.



CRASH BANDICOOT 3

● PRICE £34.99 ● PLAYERS 1 ● 9

Better graphics and greater variation than Crash 2, this is great fun to play. Shame it's so short, really.



DEAD OR ALIVE

● PRICE £39.99 ● PLAYERS 1-2 ● 8

A very fast beat 'em up with great looks and sweet combos. Better still, all the girls have enormous hooters. This game's seductive.



DINO CRISIS

● PRICE £39.99 ● PLAYERS 1-2 ● 9

A great alien platform adventure game, with puzzles that get harder as you go through the game. Loads of laughs and character voices.



DESTRUCTION DERBY 2

● PRICE £19.99 ● PLAYERS 1-2 ● 8

The crash 'n' dash driving game gets a graphics refit. It's a great laugh mashing your motor in one-player, and the two-player's fun as well.



DEVIL DICE

● PRICE £34.99 ● PLAYERS 1-4 ● 8

A clever and addictive puzzler where you, as a demon, have to turn dice to get them to match. The four-player option is a blinder, too.



DIE HARD TRILOGY

● PRICE £19.99 ● PLAYERS 1-2 ● 9

Bruce Willis is back for action in this great 'three games for the price of one' deal. The second bit is best played with a lightgun, but not the G-Con45.



DOOM

● PRICE £19.99 ● PLAYERS 1-2 ● 9

The game that made you love shotguns, this is the original shoot 'em up in blood-streaked corridors. This really excels with a two-player link-up.



DRIVER

● PRICE £39.99 ● PLAYERS 1-2 ● 9

A stunning Starsky and Hutch era driving game – imagine Grand Theft Auto crossed with Gran Turismo, with cool 70s funky music. Awesome.



DUKE NUKEM: TIME TO KILL

● PRICE £39.99 ● PLAYERS 1-2 ● 8

Violent corridor shoot 'em up, with dodgy one-liners and a Tomb Raider-style make-over. For once, forget the two-player mode, it just isn't exciting.



FADE TO BLACK

● PRICE £19.99 ● PLAYERS 1-2 ● 8

Looks a bit blocky, but if you're after a solid shooter that's brimming with brain-bursting puzzles, give this 3D adventure game a pop.



FIFA 99

● PRICE £39.99 ● PLAYERS 1-2 ● 8

Massively popular footy game with all the proper players and league teams. It's 12 months out of date, but at least you can recreate last year's season.



FINAL DOOM

● PRICE £19.99 ● PLAYERS 1-2 ● 8

A terrifically hard sequel to the classic first-person blaster, with 30 new ass-whipping levels. Strictly for the hardcore but great on link-up.



FINAL FANTASY 7

● PRICE £19.99 ● PLAYERS 1 ● 9

A huge game with a cool plot, great characters and battles – put aside six months to play it. It's just gone Platinum which makes it a must-have.



FINAL FANTASY 8

● PRICE £39.99 ● PLAYERS 1 ● 9

Sprawling role-playing game that plods along to begin with, but give it time and you'll be hooked for weeks. The graphics are blinding, with stunning cutscenes that blend seamlessly into real-time gameplay, but it's the ball-grabbing storyline and awesome combat sequences which'll keep you coming back for more.



FORMULA 1 97

● PRICE £19.99 ● PLAYERS 1-2 ● 9

All the genuine drivers and teams from the '97 season. Neat graphics and slick gameplay are a plus, but the two-player mode's unexciting.



FUTURE COP: LAPD

● PRICE £39.99 ● PLAYERS 1-2 ● 7

Set in a Judge Dredd-style Mega City, you've got to hunt down perps using a cool robot that transforms into other vehicles.



GEX 3D

● PRICE £39.99 ● PLAYERS 1 ● 8

Great graphics set this apart from most other platformers. The levels are varied, but it takes time to get used to the controls.



G-POLICE 2

● PRICE £39.99 ● PLAYERS 1 ● 8

Futuristic cop game with tough controls, but stick with it and you'll get a load of enjoyment bagging cyber-criminal ass.



GRAN TURISMO

● PRICE £19.99 ● PLAYERS 1-2 ● 9

The daddy of all driving games. It's hyper-real, has a cool rock soundtrack and is absolutely rammed with tuning options.



GRAND THEFT AUTO

● PRICE £19.99 ● PLAYERS 1 ● 8

Steal cool cars, mug old ladies and, best of, shoot Nazi cops! OK, so the flat, 2D graphics are ugly, but this law-breaking epic has got gameplay where it counts.



INTERNATIONAL TRACK AND FIELD

● PRICE £19.99 ● PLAYERS 1-4 ● 9

Simple but exciting multiplayer Olympics game where the winner is the person who can hammer the buttons fastest. Great as a four-player.



ISS PRO 98

● PRICE £39.99 ● PLAYERS 1-2 ● 9

Not the best-selling footy game on the PlayStation but by far the most playable. It looks slick and plays well. But the downer is, it doesn't feature proper player names.



KULA WORLD

● PRICE £34.99 ● PLAYERS 1-2 ● 8

Bizarre puzzle game where you guide a beachball round loads of weird psychedelic levels. Find the key, then escape. Numbingly simple but addictive.



LEGACY OF KAIN: SOUL REAVER

● PRICE £39.99 ● PLAYERS 1-2 ● 9

Skewer zombies and fight vampires in this Tomb Raider-style adventure that looks superb and plays brilliantly. It's an absolute monster.



'THE LATEST AND ARGUABLY BEST FOOTBALL MANAGEMENT GAME ON THE 'STATION. THIS IS UNMISSABLE' LMA MANAGER

● PRICE £39.99 ● PLAYERS 1 ● 9

The latest and arguably best football management game on the PlayStation. From the second you kick-off, LMA roars into action leaving you breathless. All the stats are bang up-to-date and the controls are blindingly easy to use. Footy games are rarely this great or absorbing, this is unmissable.

'SMART-LOOKING AMERICAN FOOTBALL THAT'S SIMPLE TO PICK UP AND PLAY. YOU WON'T FIND BETTER' MADDEN NFL 2000

● PRICE £39.99 ● PLAYERS 1-4 ● X

Smart-looking American football game that's simple to pick up and play, but boasts enough moves and strategies to keep even the hardcore fan throwing touchdowns for weeks. Gameplay is fast, for an American football game at least, and the players look chunky. You won't find better.



MEDIEVIL

● PRICE £19.99 ● PLAYERS 1 ● 8

Use your money-off voucher in this issue (between pages 34-35) and get this stylish cartoon adventure, in which you battle an undead army, for just £14.99.



METAL GEAR SOLID

● PRICE £39.99 ● PLAYERS 1-2 ● 9

Glacially cool James Bond-style spy adventure with incredible graphics, a movie plot and spectacular action sequences. It's a shame it's over all far too soon.



MICHAEL OWENS WLS 99

● PRICE £39.99 ● PLAYERS 1-2 ● 8

Not as immediately playable as ISS Pro 98, but it works well and there are neat skills to learn. Boasts all the proper league teams and players.



MICRO MACHINES V3

● PRICE £19.99 ● PLAYERS 1-4 ● 9

You, three mates and a multtap, and you're guaranteed a top night in, as you race mini motors across table tops.



MOTORHEAD

● PRICE £39.99 ● PLAYERS 1-2 ● 8

You won't even notice that the graphics are pretty basic because of the retina-wrenching speed at which this racing game shifts.



MOTO RACER 2

● PRICE £39.99 ● PLAYERS 1-2 ● 8

The only decent motorbike racing game, which features both motocross and road racing. The two-player's OK.



MUSIC

● PRICE £29.99 ● PLAYERS 1 ● 9

DJ mixing game that's easy to use and allows you to create your own house, techno or ambient beat dance tunes. Create rave classics.



NBA LIVE 98

● PRICE £39.99 ● PLAYERS 1-2 ● 8

The best of the NBA series, this top basketball sim allows up to eight players to compete at once, using two multitaps for a whole load of fun.



NEED FOR SPEED 3

● PRICE £39.99 ● PLAYERS 1-2 ● 8

The best of the Need for Speed series, this very quick and slick-looking racer needs the Dual Shock pad for maximum entertainment.



NIGHTMARE CREATURES

● PRICE £39.99 ● PLAYERS 1 ● 8

Gothic horror adventure set in Victorian London, where demons run riot on the city streets. And guess what? The demons must die!



NUCLEAR STRIKE

● PRICE £39.99 ● PLAYERS 1 ● 8

Supremely hardcore helicopter shoot 'em up. Complete objectives by eliminating the terrorist threat and saving the world from a potential nuclear meltdown.



OMEGA BOOST

● PRICE £39.99 ● PLAYERS 1-2 ● 9

You play a man in a robot suit who's up against an endless series of boss robots, armed with enough weaponry to vapourise entire galaxies. It's pure arcade action.



PANDEMONIUM

● PRICE £19.99 ● PLAYERS 1 ● 7

This ultra-bright psychedelic platformer with lush levels has loads of spells to play around with. Simple stuff, really, but entertaining nevertheless.



PARAPPA THE RAPPER

● PRICE £29.99 ● PLAYERS 1 ● 8

Tap the buttons in time with the music to get Parappa to rap along with the tunes. It's short, but what's in there is stylish and a great laugh.



POINT BLANK

● PRICE £34.99 ● PLAYERS 1-2 ● 9

You'll need a lightgun to get the most out of this cartoon-style shooting gallery game. Great as a one-player but exceptionally good with two players.



POINT BLANK 2

● PRICE £34.99 ● PLAYERS 1-2 ● 9

Similar to the first Point Blank, but there's more variety in the challenges, which push your sharp-shooting skills to the limit. It comes into its own as a two-player blast.



PREMIER MANAGER 99

● PRICE £39.99 ● PLAYERS 1 ● 9

May not be as up-to-date as LMA Manager, but this is still a perfectly playable and easy to use footy management game.



PRO PINBALL: TIMESHOCK

● PRICE £29.99 ● PLAYERS 1-4 ● 8

The only pinball game you should own, with realistic ball movement. Even though it's only got one table, it's a cracker.



QUAKE 2

● PRICE £39.99 ● PLAYERS 1-4 ● 9

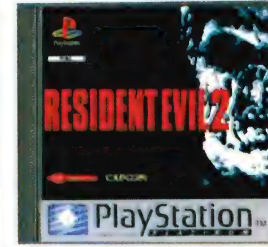
Ultra-violent first-person blaster where you take on an army of sci-fi psychos. Fun in one-player, but it really kicks ass in multiplayer.



RESIDENT EVIL

● PRICE £19.99 ● PLAYERS 1 ● 10

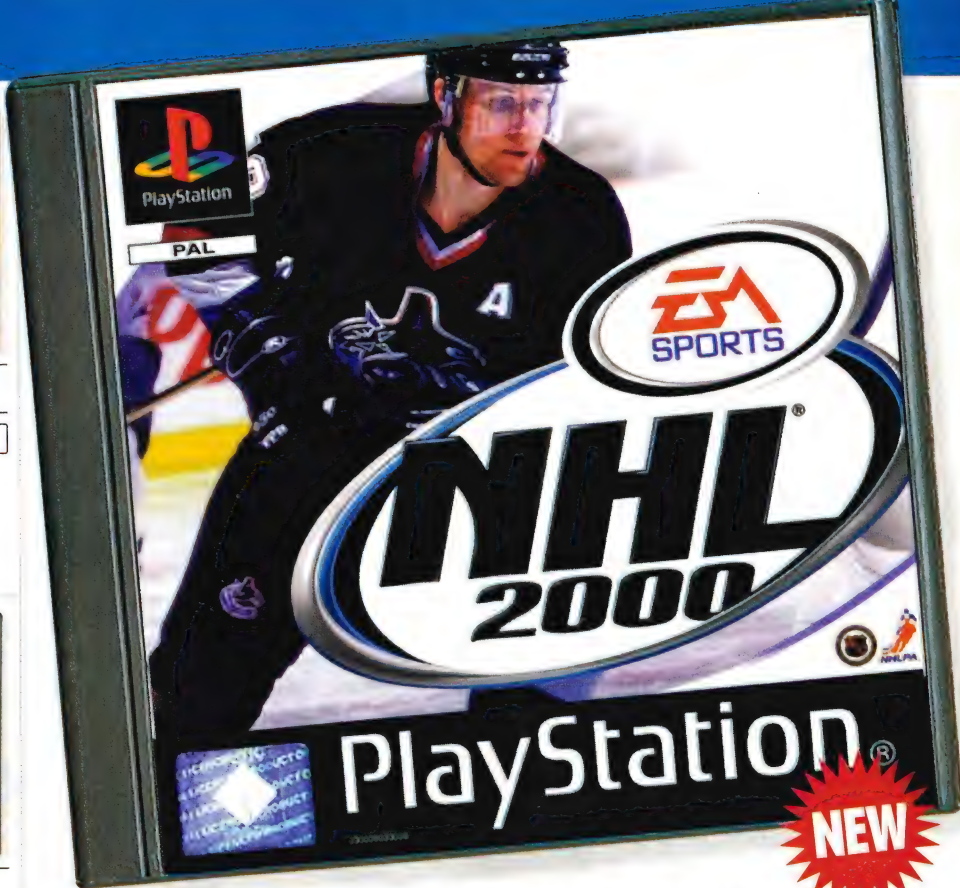
Gore-soaked adventure with zombies, giant mutants and a lot of head-popping. An essential buy for any 'Station dead head.



RESIDENT EVIL 2

● PRICE £39.99 ● PLAYERS 1-2 ● 10

Although not as tough as the first, Res 2 has bigger weapons, nastier baddies and four ways to complete it, plus loads of hidden extras.



NHL 2000 'FAST, BRASH AND SHARP, IT'S THE BEST HOCKEY SIM ON THE 'STATION'

● PRICE £39.99 ● PLAYERS 1-4 ● X

The best 'Station ice hockey sim because it's fast, it's brash, it looks a lot sharper than the countless other hockey games, and it's a great laugh to play.

With lots of slick goals to score and hard-knock fights to get stuck into, this is especially fun in multiplayer mode.



RETURN FIRE

● PRICE £39.99 ● PLAYERS 1-2 **8**

Fast-paced arcade army game where you control a load of different tanks and generally shoot the crap out of the enemy. The two-player is fast and fun.



SILENT HILL

● PRICE £39.99 ● PLAYERS 1 **8**

Sinister adventure with classy horror flick atmos and loads of gore. Evil cutscenes and general creepiness are big on the menu. Combat's a bit limp, though.



'A STUNNING RACER THAT'S MUCH MORE FUN THAN GRAN TURISMO. IT'S GOT STACKS OF CARS, GREAT COURSES AND IT'S BLINDINGLY FAST' **RIDGE RACER TYPE 4**

● PRICE £39.99 ● PLAYERS 1-2 **10**

An absolutely stunning racer that's much more fun than Gran Turismo, and the buzzy thrill and excitement of racing lasts much longer in this game. It's got stacks of classy boy-racer cars and fantastic courses, looks razor-sharp and it's blindingly fast. For an arcade racing fan, this is a must-have. Get it now.



ROLL CAGE

● PRICE £29.99 ● PLAYERS 1-2 **8**

Cane sci-fi cars with monster-truck tyres through tunnels where you can ride up the walls and race along the roof. While shooting each other. Class.



R-TYPE DELTA

● PRICE £39.99 ● PLAYERS 1 **7**

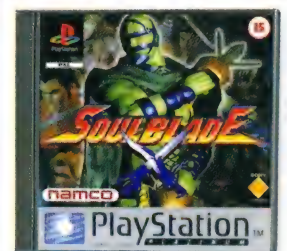
Side-on 2D shooter where one spaceship takes on endless waves of laser-pumping aliens. Tricky arcade-style gameplay makes it one for the hardcore.



SLED STORM

● PRICE £39.99 ● PLAYERS 1-4 **9**

The best four-player racer ever. Annoy your mates by nipping in and out of hidden shortcuts as you cane 400 horsepower snow-mobiles over mountain courses.



SOUL BLADE

● PRICE £39.99 ● PLAYERS 1-2 **8**

Use swords, knives and bloody great clubs to batter each other stupid in this fast-moving beat 'em up. Looks great, but the gameplay's way too simple.



SOVIET STRIKE

● PRICE £39.99 ● PLAYERS 1 **7**

Pilot an assault chopper in a strategic struggle against commie ground and air forces in this fast-moving shoot 'em up. Looks old, but plays great.



SPEED FREAKS

● PRICE £39.99 ● PLAYERS 1-4 **8**

Brash and big-headed racers blast round huge, lush-looking courses shooting each other with comedy guns. Good fun, but the four-player's pretty lousy.



SPYRO THE DRAGON

● PRICE £34.99 ● PLAYERS 1 **8**

Nauseatingly cute and obviously aimed at kids but, surprisingly, this platformer plays really smoothly, looks super sharp and has tons of levels.



'HUGE TWO-DIMENSIONAL VERSIONS OF THE STREET FIGHTER GANG SLUG IT OUT IN CLASSIC STYLE. A SCORCHER' **STREET FIGHTER ALPHA 3**

● PRICE £39.99 ● PLAYERS 1-2 **9**

Huge two-dimensional versions of the Street Fighter gang slug it out in classic style. Loads of characters – old and new – and loads of swifty, lightning-speed moves that should keep you on your toes while beating off your enemies. A real scorcher.



STREET FIGHTER EX PLUS ALPHA

● PRICE £19.99 ● PLAYERS 1-2 **9**

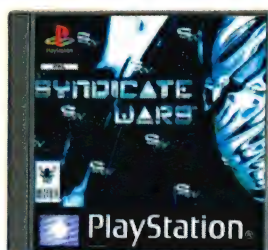
The one where the Street Fighters go 3D. Looks great, plays fast, and there's hundreds of tricky moves to learn. Ready for the challenge?



SUPER PUZZLE FIGHTER 2 TURBO

● PRICE £19.99 ● PLAYERS 1-2 **10**

Cutesy versions of the Street Fighter mob fight by dropping gems at each other. Definitely the best puzzle game around.



SYNDICATE WARS

● PRICE £39.99 ● PLAYERS 1-4 **7**

Ultra-violent futuristic strategy game where up to four players control overcoat-wearing secret agents armed with huge guns.



SYPHON FILTER

● PRICE £39.99 ● PLAYERS 1 ● 9

This James Bond-style spy thriller isn't that amazing to look at, but it's got fine-tuned gameplay, heavy-duty weaponry and loads of tip-top firefights.



TEKKEN 2

● PRICE £19.99 ● PLAYERS 1-2 ● 9

Plays fast and sweet. This hasn't got the looks of Platinum new boy Tekken 3 and nor is it quite as high-octane, but it's still a rocking beat 'em up.



TEKKEN 3

● PRICE £19.99 ● PLAYERS 1-2 ● 10

Unbeatable at its new Platinum price, this brilliant 3D beat 'em up is packed with class characters, looks amazing and boasts more than 1,500 moves.



TIME CRISIS

● PRICE £19.99 ● PLAYERS 1 ● 9

Platinum lightgun shooter where you must single-handedly wipe out a terrorist threat using just a pistol. Frantic, mindless shooting action at its best.



TOCA TOURING CAR 2

● PRICE £39.99 ● PLAYERS 1-2 ● 9

Race souped-up saloon cars around touring cars tracks in the UK. TOCA 2 looks as sweet as it plays, and is a good laugh in two-player, too. Give it a go.



TOMB RAIDER

● PRICE £19.99 ● PLAYERS 1 ● 10

Lara's first outing is the perfect mix of action and puzzles. Although the graphics aren't quite so sharp as Tomb's 2 and 3, the gameplay's spot-on.

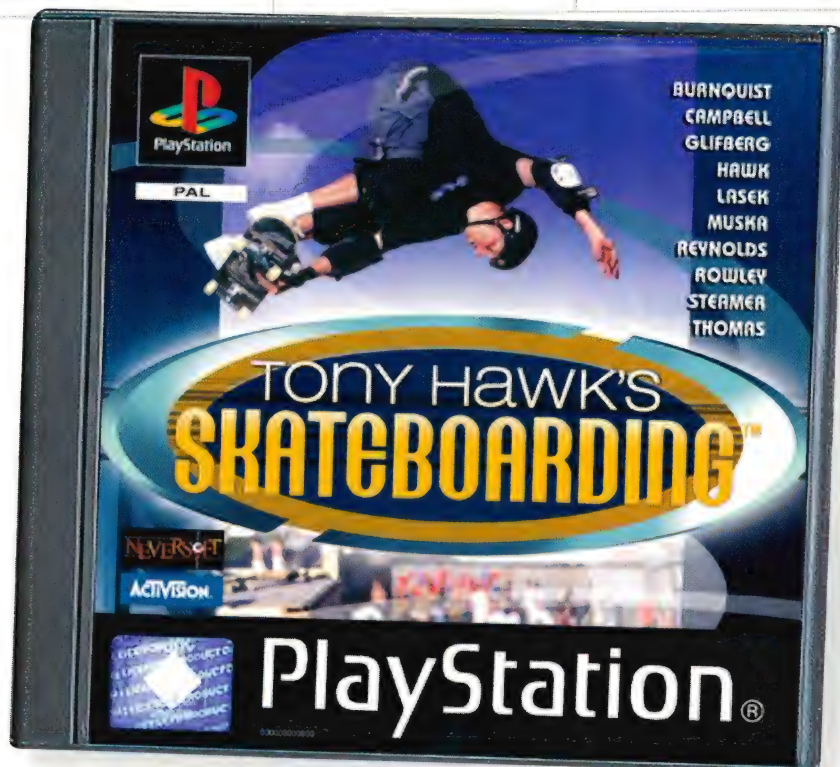


'A CLASSY NINJA SLASH 'EM UP WHERE YOU SNEAK INTO JAPANESE HOUSES AND SLIT PEOPLE'S THROATS'

TENCHU: STEALTH ASSASSINS

● PRICE £39.99 ● PLAYERS 1 ● 8

Ninja slash 'em up where you sneak into Japanese houses and slit people's throats for your master. It's packed with surreal and cheesy lines like 'I am Akagai, master of Mishi-yoga-style swordsmanship', and there's plenty of sneaking around on roofs, stealthy poisoning and all-out swashbuckling sword fights. A bit short, but otherwise pure class.



TONY HAWK'S SKATEBOARDING

● PRICE £39.99 ● PLAYERS 1-2 ● 10

Super-real skateboarding game that really rocks. Set against a backdrop of slick urban realism, it not only looks cool, but it's easy to play. Loaded with a

high-octane marathon of stunts, spills and thrills, plus a mean two-player challenge. There's enough excitement to satisfy even the most die-hard punks.



TOMB RAIDER 2

● PRICE £19.99 ● PLAYERS 1 ● 9

Rock-solid sequel which favours non-stop gunfights over mentally draining puzzles. It's certainly more frustrating than the first, but it takes longer to complete.



TOMB RAIDER 3

● PRICE £39.99 ● PLAYERS 1 ● 9

This is undeniably the worst Tomb Raider, but it's still a class act. It offers more variety over 1 and 2 but little else. Which is another way of saying 'it's still hot!'



TWISTED METAL WORLD TOUR

● PRICE £19.99 ● PLAYERS 1-2 ● 7

Climb into one of the tooled motors, charging around battle arenas blasting everything that moves. The multiplayer really shines.



UM JAMMER LAMMY

● PRICE £39.99 ● PLAYERS 1-2 ● 8

Parrapa sequel where guitar licks replace the raps of the original. The tap-in-time-with-music bit stays but with an added two-player jam.

**VIGILANTE 8**

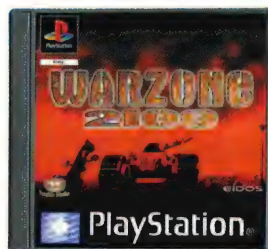
● PRICE £39.99 ● PLAYERS 1-2 ● 9

Tooled-up motors fight it out in bizarre battle arenas. Use the cool weaponry and cars to frag your mate's ass in the mega-cool two-player deathmatch.

**V-RALLY 2**

● PRICE £39.99 ● PLAYERS 1-2 ● 9

A dirt-drenched, mud-spattered off-road racer with loads of cars, stacks of tracks and solid gameplay. A top night in with three mates and a multimap.

**WARZONE 2100**

● PRICE £39.99 ● PLAYERS 1-2 ● 9

A real-time war strategy game with lots of levels and plenty of challenge. Build up your army by mining resources, then launch an attack on the enemy.

DROP OUTS

WHEN GAMES CAN'T KEEP UP WITH THE BEST OF 'EM, THEY'RE OUT. THESE FOUR USED TO CUT IT, NOW THEY DON'T

▼ GHOST IN THE SHELL

Even though this cool sci-fi robot shoot 'em up is rammed with heavy-duty laser gun action, it's swamped by Quake 2's full-on fragging. Sorry, but one them has got to go, and the blood-spattered Quake 2's not going down to this one.



▼ HERC'S ADVENTURE

Fairly playable arcade adventure with cartoon graphics and a few laughs, but it's too old and too simple to stand up against the cream of the PlayStation crop. You see, not even Hercules' mighty strength is enough to keep him in our Essential 101.



▼ NFL BLITZ

Used to be the king of the American football field because of its smooth gameplay and simplified rules, but now Madden 2000 has stolen its crown. There's not much in it, but Madden looks a lot sharper and is just as easy to play. Unlucky.



▼ NHL 99

The once-classic ice hockey game that's been superseded by the slicker new 2000 update. There's really not a lot of difference – the new one's got slightly better graphics and the teams are up to date, but that's enough to knock this one off the top.



WIPEOUT 2097

● PRICE £19.99 ● PLAYERS 1-2 ● 9

Super-quick futuristic anti-gravity racing game that streaks through sci-fi cities with a kick-ass techno soundtrack. Exceptionally good when linked-up.

'SUPER-QUICK FUTURISTIC ANTI-GRAVITY RACING GAME WITH A KICK-ASS TECHNO SOUNDTRACK'

**WIP3OUT**

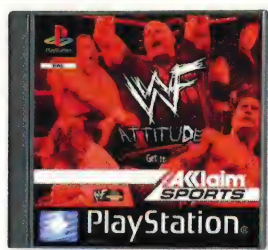
● PRICE £39.99 ● PLAYERS 1-2 ● 9

Very similar to its predecessor, what makes Wip3out stand out is its cool soundtrack, featuring the Chemical Brothers and Underworld.

**WORMS**

● PRICE £19.99 ● PLAYERS 1-2 ● 8

Pointless in one-player mode, and it looks very basic. But as a multiplayer game it really is great fun for four players.

**WWF ATTITUDE**

● PRICE £39.99 ● PLAYERS 1-2 ● 9

The best wrestling game you can own. All the wrestlers and moves you need to launch the perfect grapple-fest.

YOUR ESSENTIAL 101 VIEWS

WE GET STACKS OF LETTERS THAT DON'T AGREE WITH THE SCORES WE GIVE GAMES. HERE'S WHAT YOU THINK ABOUT THE ESSENTIAL 101. REMEMBER, WE NOW SCORE OUT OF TEN

Why are you putting games from about ten years ago in the 'Essential' section? Nobody wants to play crap like 'Return Fire' or 'Doom' or 'Alien Trilogy' any more. The graphics are crap, and you wouldn't want to spend your money on them when there's newer games that are loads better.

Bill McCartney, London.

Hey Playstation Plus - WAKE UP! What were you THINKING when you made up the list of the ESSENTIAL 101 games? Where's FIFA: Road to World Cup, or even FIFA World Cup? Why are you filling the section with rubbish like ISS Pro or Michael 'Twat' Owens World League Soccer? FIFA's the ONLY soccer game on Playstation - don't forget ~~the~~ that.

Steve Cooper, BIRMINGHAM.

Excuse me, but what were you lot on when you said COLIN MCRAE RALLY HAD 'GREAT TWO-PLAYER RACES' IN YOUR ESSENTIAL 101 BIT LAST ISSUE. THE TWO-PLAYER MODE IS REALLY GRAINY AND RUBBISH LOOKING, AND YOU DON'T EVEN GET TO RACE EACH OTHER.

SAWT IT AAAGHT!!!
ALAN 'DRX' EXTON.

Two words: Nightmare. Creatures. What the ~~X~~ are you guys doing putting it in the Essential Games section?

It looks crap, moves really crap and the combat is really boring! I took it back to the shop after about 10 minutes!!! Why is it in there?

James Cartwright, Dundee

p.com, 5:16 pm +0000, Essential 101: Rag 1

To: adam.smallman@ecm.emap.com
From: Mike <mike.jeffers@easy.net>
Subject: Essential 101: Rage Racer?
Cc:
Bcc:
X-Attachments:

I've only got one question for you guys. Where's Rage Racer in your essential 101 section? The tracks are miles better than the ones in Ridge 4, and there's loads more to do. Ridge 4's a game for you if you only like really good graphics: Rage looks older, but it's loads better to play. So how come you missed it out?

Mike Jeffers, Southend
mike.jeffers@easy.net.com

GO SEE A SHRINK IF YOU BUY...



FORMULA 1 '98

Well-roped F1 game that's uglier than Sony's cyber pixie and plays like Newcastle United on a very bad day. Oh, and it's also a year out of date.



JUDGE DREDD

Über-cool comic book cop is reduced to third-rate game hero. This dull lightgun blaster is so bad its natural home is a wheelie bin.



RAT ATTACK

Wacky cartoon capers where tiny comedy cats that look like colourful bits of confetti chase even tinier comedy rats that look like a cap full of pixels. Crap attack!



THE X-FILES

The first two puzzles are 'How do I turn on my own computer?', then 'Where have I put my wallet?' This primary school mystery then goes on for four discs.

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So tell her: 'It's like a modern day hide-and-seek but it teaches you anatomy at the same time. Kerry and I could play it together'

And she'll think: 'It's nice they're getting on so well these days. And my grandson could be a doctor!'

MUM

RECKONS YOU NEED: A SET OF CALVIN KLEIN-REPLICA BOXERS FROM MARKS & SPARKS

But you want: the nerve-twisting, flesh-stripping, corridor screams of Dino Crisis

So tell her: 'It's like Walking with Dinosaurs on BBC1 but with tons of stuff about what they eat'

And she'll think: 'Well at least he's interested in stuff other than fast cars, girls and going out'

BABY SIS

RECKONS YOU NEED: A HOME-MADE CARD THAT MUM HELPED MAKE WHICH SAYS "HAPPY XMAS" IN GOLD FELT-TIP ON ITS COVER

But you want: the chance to practice ear-to-ear blood grins as a Ninja assassin in Tenchu

But as Mum's buying it, tell Baby Sis: 'Look, it's only £19.99 and besides, it's a bit like your Pokemon'

And Baby Sis will think: 'My Pikachu can beat his Tenchu anyday'

GRAMPS

RECKONS YOU NEED: A MINIATURE STATION MASTER'S LAVATORY BLOCK FOR THE TRAIN SET DIORAMA IN THE ATTIC

But you want: LMA Manager because it's fast-to-use, in-depth, and rammed with all the current teams from English and European leagues

So tell him: 'Gramps, I know Burnley haven't won the League since 1960 but I bet you could teach their management a trick or two, eh?'

And he'll think: 'That booger Beckham's got nowt on Stanley Matthews. I'd have Claret's back on top o' table, quick as a flash'

'YE THANKS MUS SOCKS

**SIX SNEAKY TRICKS TO PULL
PLAYSTATION PERFECTION AT**



DAD

RECKONS YOU NEED: A HANDY SET OF POCKET-SIZED PHILIPS SCREWDRIVERS

But you want: the Ferrari-trouncing speed rush of the Mercs in F1 99

So tell him: 'Games are so detailed nowadays, you can even alter tyre wear in that F1 99. And show Irvine a thing or two'

And he'll think: 'Sounds better than an afternoon with Murray Walker and my head under the bonnet in the garage'

AAH, FOR THE SICAL S NAN'

**ON THE FAMILY TO GET
XMAS, GUARANTEED!**



SISTER

RECKONS YOU NEED: A BUG'S LIFE TEE-SHIRT FROM THE MARKET

But you want: Tomb Raider; the Last Revelation, piled high with treachery, trap dodging, and blade-wielding skeletons

So you say: 'Lara's sort of like Britney. 'Cept with spears'

And she'll think: 'Cool, I'm bored of Five'

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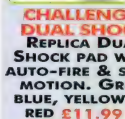
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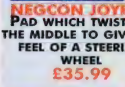
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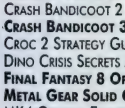
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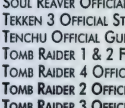
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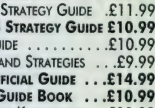
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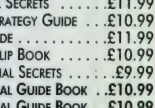
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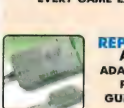
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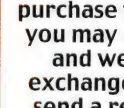
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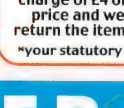
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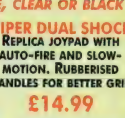


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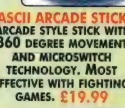
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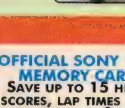
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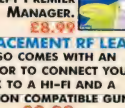
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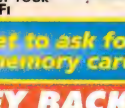
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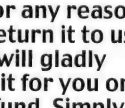
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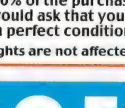
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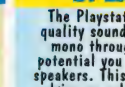


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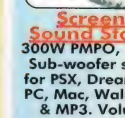


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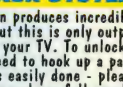


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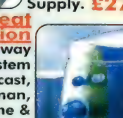


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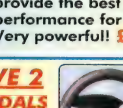
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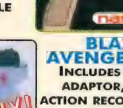
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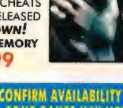
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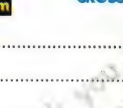
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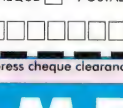
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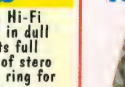


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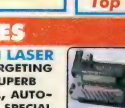
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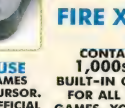
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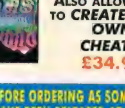
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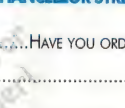
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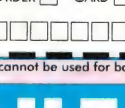
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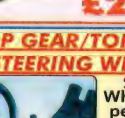


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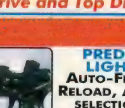
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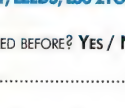
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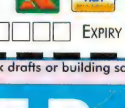
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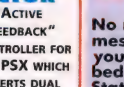


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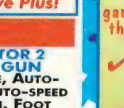
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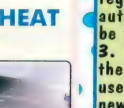
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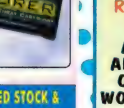
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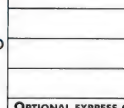
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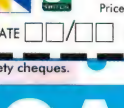
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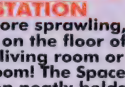


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COMING

DECEMBER '99

ALL THE STUFF THAT MATTERS ABOUT PLAYSTATION 1 & 2



Micro Machines V3 mutates into Micro Maniacs, a multiplayer racer that puts cars to one side and pumps up the road rage for the ultimate addictive racing blast

OUT
FEB
2000

> MICRO MANIACS

Get ghetto blasted by a human beatbox, fall to a fiery death off the edge of a lump of fillet steak and reel in horror as a tiny freak farts in your face. Micro Maniacs, on sale in February, puts you in control of one of four two-inch high mutants doing hurdles across kitchen shelves, through croquet hoops and across the glowing coals of a barbecue. Each Maniac can unleash moves like fireball farts, massive sonic booms or killer yoyo strikes. All of 'em do kung fu. And thanks to twitchy handling, even getting them to go in a straight line's tricky. This is from the people who brought you Micro Machines, and as you'd expect, it's ultra-intense. As soon as the whistle blows, the Maniacs are twatting each

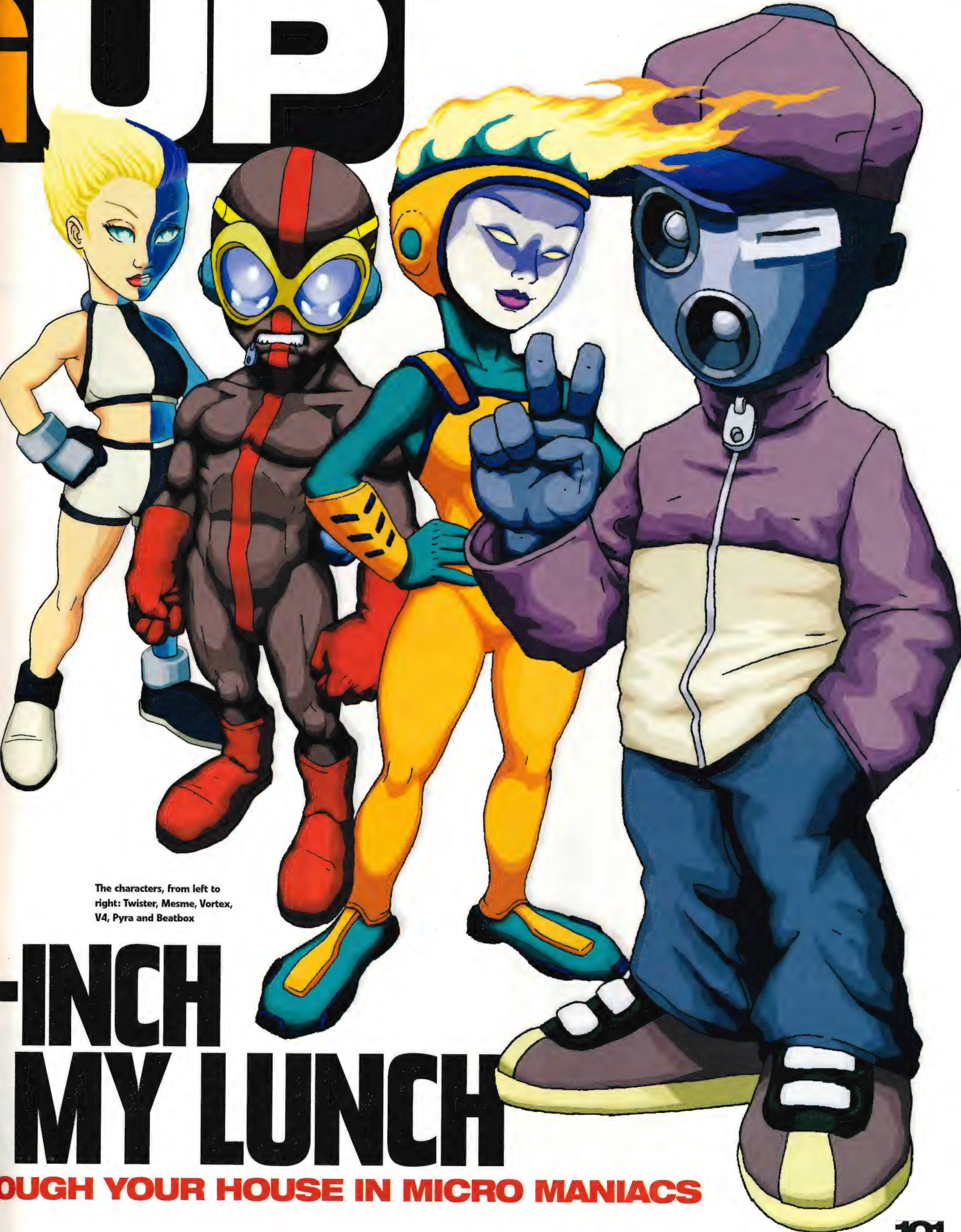
other, and you haven't even touched a button yet. The Maniacs will get busy with killer kung fu moves even if you leave them alone. Nice touch. The next thing you'll notice is that the little critters don't have much in the way of brakes. Corners are comedy central as Maniacs fail to cut in fast enough and plunge to their deaths off table edges or onto red-hot cooker hobs. And with three fellow Maniacs using powers like Plasma Punches to make you mess up your turning circle, it won't be long till you've gone tits up. Soon as one of you's dead, the Maniacs line up where the round ended and the mayhem starts again. Come first in ten rounds and you win. ➤



'MUM, THERE'S A TWO FREAK FARTING ON

MINI-MUTANTS WITH ANTISOCIAL HABITS RACE THE

UP



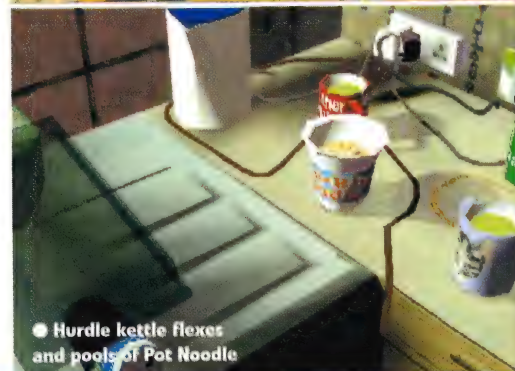
The characters, from left to right: Twister, Mesme, Vortex, V4, Pyra and Beatbox

-INCH MY LUNCH

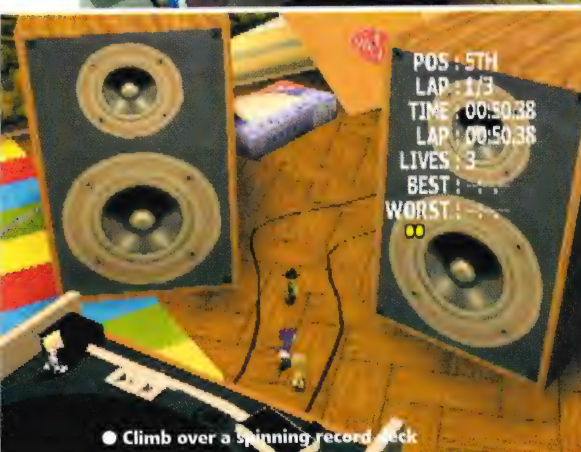
OUGH YOUR HOUSE IN MICRO MANIACS



● Race through a kid's playroom. Avoid the tanks!



● Hurdle kettle flexes and pools of Pot Noodle



● Climb over a spinning record deck



● Climb across the netting commando-style



● Spilt Tippex will slow you right down

POS: 5TH
LAP: 1/3
TIME: 00:51.73
LAP: 00:51.73
LIVES: 3
BEST: -
WORST: -



THE YOYO MASTER

Twister's a big Maniac in pyjamas who can unleash his yoyo of death at anyone who gets too close. You can use attacks on all the courses in Micro Maniacs, which is an improvement on earlier Micro Machines games. All you have to do is pick power-ups up along the track and you'll be able to access several levels of attack. Here, Twister's using his Yo Yo Tornado attack, which is dead good close up, but hasn't got much range. If he goes over a power-up, he'll be able to use his more powerful Super Yo Yo attack which can pick off enemies who're miles ahead up the track.



● Twister unleashes his yo-yo attack



GHOUL'S NIGHT OUT

The characters give the whole game the feeling of being a cartoony beat 'em up rather than a racer. Hip hop fiend Beatbox is good for close up attacks, while the creepy Mesme (above) is much better at long distance attacks by using her psychic powers to knock people backwards. The handling's totally different for each one too: Mesme's pretty whizzy, so unless you're a hardcore Micro Maniacs maniac you'll all too often watch helplessly as Mesme emits a high-pitched shriek and plunges to her death off the edge of some bit of furniture.



● Spooky attack



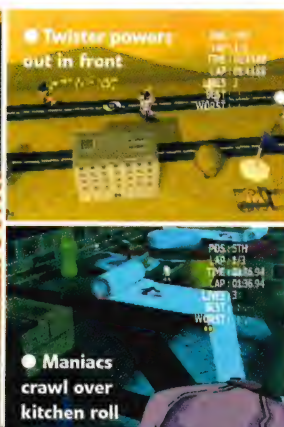
● You can climb anywhere in the scenery



● Get a screen ahead to score a point



● You can climb over all the objects



● Twister powers out in front
● Maniacs crawl over kitchen roll

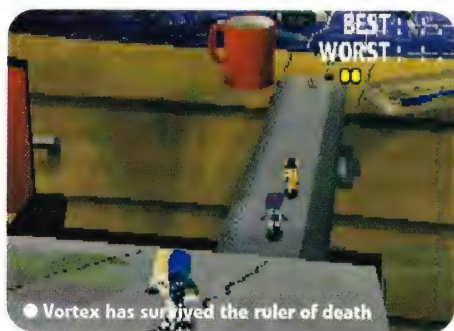


● If you stop on the cooker hob, you



THE BRIDGE OF DEATH!

Here, Vortex is racing across a ruler over a massive drop. Fans of the first Micro Machines games will know that being narrow and slippery, rulers are incredibly dangerous places. And guess what? That still applies. Except more so. In the old games, trying to get through narrow bits was tricky because you'd knock the other cars. Now it's tricky because you're ducking rabbit punches, plasma blasts and waves of psychic energy as you try and steer through the gaps. And every way you turn, there's more dangers to get knocked into and huge drops to fall off. Ouch.



● Vortex has survived the ruler of death



BEATS AND BREAKS

The coolest game character ever? Possibly. This is Beatbox. He's got a loudspeaker for a head. Unsurprisingly, Beatbox is big into dance and hip-hop, and when he's out there on the tracks he likes to share his music with the other racers. He can either blast Maniacs with a high-decibel Sonic Boom, knocking them flat on their backs or, if he picks up another power-up he can play a longer-range blast of music that'll make everybody around him dance helplessly. It's this kind of coolness that's going to make Micro Maniacs an essential buy. We can't wait.



● Beatbox: the coolest game character ever?



● Huge drops mean instant death

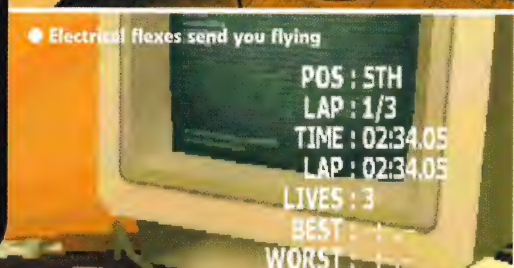


● Desktops are dangerous places

● Tiptoe past the sleeping cat



● Climb over edges, fall, slide and jump



● Electrical flexes send you flying



● Ruler bridges are deadly



● Maniacs de croquet



RELEASE DATES

We've phoned up to check each of these dates, so they're pretty accurate. But watch out, games do slip off schedule!

OUT NOW

40 Winks page 30
 Wu-Tang Taste the Pain
 FIFA 2000 page 18
 This is Football page 18
 Lego Racers page 43
 Chocobo Racing page 34

9 NOVEMBER

WEW Mayhem

26 NOVEMBER

MTV Snowboarding
 NHL Championship 2000 page 40
 NBA Basketball 2000 page 41
 Worms Armageddon page 43
 Xena Warrior Princess
 Music 2000 page 22
 Tomb Raider 4 page 8

3 DECEMBER

Cyber Tiger
 Shao Lin
 Demolition Racer page 38

10 DECEMBER

NBA Live 2000
 Medal of Honour

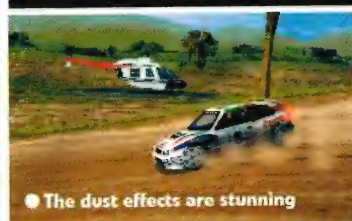
24 DECEMBER

Supercross 2000

THE KING



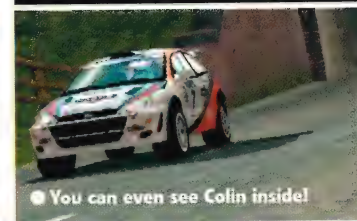
RALLY MASTERS



● The dust effects are stunning



COLIN MCRAE RALLY 2



● You can even see Colin inside!

Next spring, super-sequel Colin McRae 2's going to rewrite the rules for PlayStation rally games. But it's got competition

Colin McRae Rally 2 is looking unbelievably hot. It's got the fine-tuned gameplay of the first Colin McRae Rally, but with a total graphics respray and newly-tweaked handling. Its going to hit shelves next February, and it'll really make you feel like you're sweating hands are gripping the wheel of McRae's Ford Focus as you gas it round courses from the UK to Australia.

But at the same time, McRae's going to have a rival. Rally Masters, from the team who brought you the supremely slick sci-fi

racer Motorhead, is looking like it might give the super-Scot's game a run for its money.

Like Colin McRae 2, Rally Masters is a 'proper' rally title: there's no other racers, it's just you versus the track, trying to beat the clock and win the championship. Rally Masters looks great and it's got 47 tracks, plus the chance to take on the cream of real-world rallying in the first-ever game version of the ultimate rally championship, the Michelin Race of Champions.



● Rally Masters: a real looker. A possible Colin-beater?



GS OF OFF-ROAD DUKE IT OUT



● Rally Masters promises pukka handling sensations

RALLY MASTERS

Rally Masters boasts 28 of the world's top rally drivers and 17 of the best world rally cars. Through each championship, your driver will race in various different cars, so you won't be able to sit back and relax once you've mastered one motor. There's 47 rallies on here, all building up to when you take on the world's rally masters in the Michelin Race of Champions in the Canaries, using rally supercars like the all-wheel-drive turbocharged Toyota Corolla. Handling's going to be realistic and intense, and as you can see, the graphics are sharper than sharp.



▲ The tracks and scenery look absolutely stunning

COLIN MCRAE RALLY 2

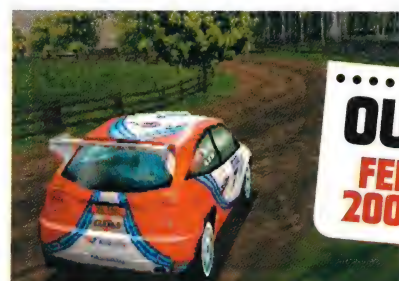
Colin McRae rally's going for the gameplay jugular with the courses. Visually, they're all based on real rally courses, but they're fictional courses, purpose-made to pump up the gameplay. On each rally, it'll get more difficult stage by stage, so's you can get used to driving on the terrain by the time you face the ultra-hard later stages. It's in the same tradition as the first Colin McRae game, so expect fine-tuned courses

that are a dream to race.

If you start clipping walls with the end of your Ford Focus in Colin McRae 2, you'll know about it. First the spoiler will hang off limply, then it'll fall off. Hit it again and the boot will dangle open. Hit it again, the boot falls clean off. Then the bumper goes. CMR2 has the most detailed car damage system ever, and it really affects how your motor drives.



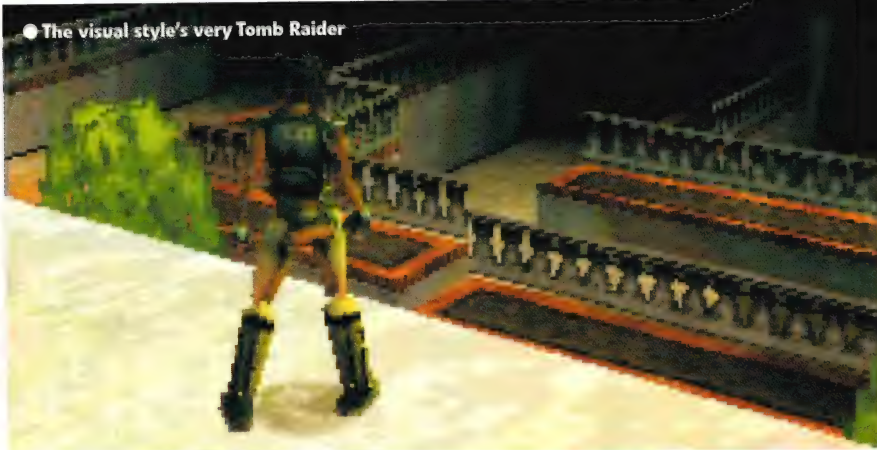
▲ The Focus here will not be the only car



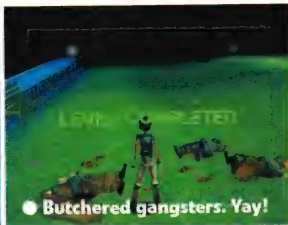
▲ Cane McRae's Focus till it's in bits



● The visual style's very Tomb Raider



● D'Arci has loads of moves



● Butchered gangsters. Yay!



● Night falls on Union City

YOU CAN'T TRUST NO-ONE

Hard-bitten cops shoot it out with mad cultists on the deadly streets of Union City. Urban Chaos is NYPD Blue for PlayStation

> URBAN CHAOS

Gritty, hard-edged police drama is what you get on telly, not something you see on PlayStation. But that's all going to change with the December release of 3D action-adventure Urban Chaos. It's Tomb Raider meets NYPD Blue as tough-as-nails lady copper D'Arci Stern takes to the streets to grease a gang of deranged Millennium cultists. D'Arci chats to people, interrogates possible perps and finds clues, just like in TV cop shows. She'll also find herself blasting people on fire escapes, using belt-fed heavy machine guns

against warehouses packed with crims and jumping into cop cars for tyre-squealing, guns-blazing chases through the foggy streets.

The game comes chopped up into missions, but it feels more like you're a tough copper receiving orders from the DA than a gamer obeying instructions. For starters, how you tackle the missions is all up to you: D'Arci can go anywhere in the city, use any form of transport and talk to anyone. You get instructions on your walkie-talkie, but how you do it's all up to you, and every mission can be completed in loads of different ways.

OUT
DEC





'YOU WANNA DIE, LADY?'

Union City's rich in atmosphere right from the off. Hard-nosed reporters, sleazy cops taking backhanders, skinny young men with crazy eyes who hang around alleys. There's a character called Crack-Guzzling Suzie. You even watch a bloke crack up and commit suicide. There's more than 40 speaking characters in Urban Chaos, and most of them have personalities that'll send you into a cold sweat. Even your best mate Roper's a shady character. There's loads of people to talk to, but which of them can you trust?



● Take on factories full of perps



● D'Arci levels her trusty .44

'USE BELT-FED MACHINE GUNS AGAINST PERPS ON FIRE ESCAPES, BLAST CRIMINALS FLEEING THROUGH THE FOGGY STREETS'

IT'S UP TO YOU, HOT-SHOT!

The DA's never off your ass, or off the walkie-talkie. Here's what D'Arci's got to do to save the day...



● 'Get moving, D'Arci, they're on your tail!'



'We got a call from your snitch, Deeks. Says he wants to meet you to pass on some 'personal info'. Damned if I know what he means'



'Get your ass over to the park, there's been a whole bunch of gang-bangers loitering with intent. People are getting nervous. It's going to blow up any minute!'



'We need at least one of these gang bosses brought in and leant on, and as for the rest, we won't complain if you bust a few heads, eh, D'Arci?'

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IT'S BAD FOR YOUR ELF!

Nerd attack! Two geeky RPGs with elves and wizards galore

Fans of RPGs will be over the moon early next year when Vandal Hearts 2 and Grandia appear on PlayStation. Vandal Hearts 2 is a strategy epic set across one of the most massive game worlds ever seen. It's full of magic swords, sorcery and big-eyed cartoon people who never seem to stop talking. Grandia's pretty strong in the swords and

big-eyed people departments as well. It's also got a spell system so complicated it'll make your brain throb.

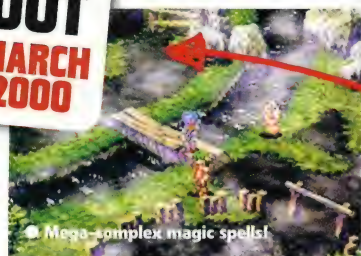
VANDAL HEARTS 2

You control huge armies in epic battles spread across the landscape, then you switch into an up-close view where your characters use swords and sorcery to grease weird big-eyed enemies in their quest to save the world.

GRANDIA

You cast spells which involve fusing earth, air, fire and water elements. Hand-drawn characters slug it out over a massive game world, picking up Mana Eggs and Spirit Stones and other nonsense. It was hailed as one of the best RPGs ever over in Japan.

OUT
MARCH
2000



● Mega-complex magic spells!

OUT
FEB
2000



● Take command of huge armies and save the world from an evil wizard

GAME O MATIC!

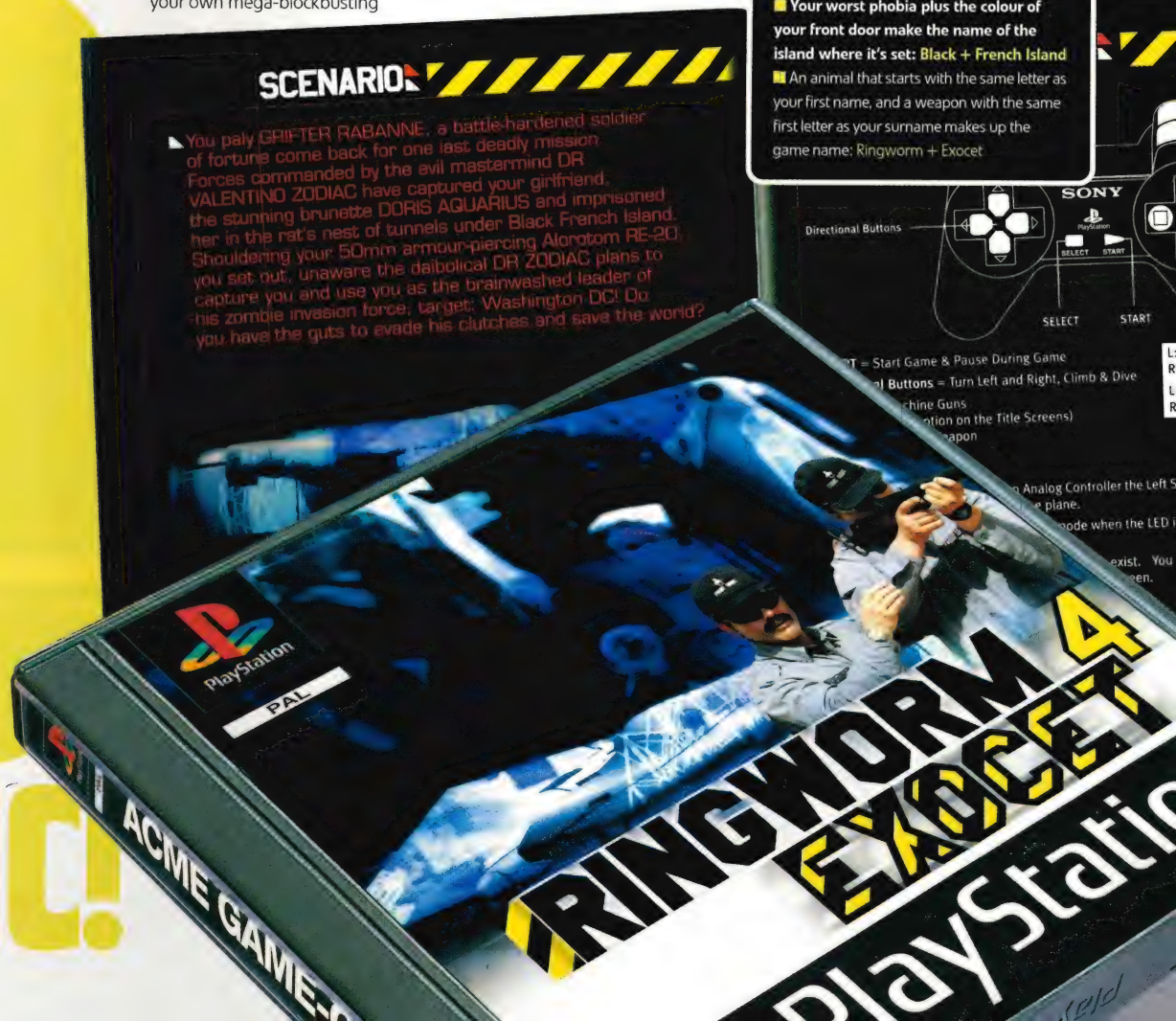
> COMPETITION WINNER

A couple of months back, we asked you to make up your own game using the PlayStation Plus Game-o-Matic. We asked you questions about your love life, your grandmother and the colour of your front door and you made up your own mega-blockbusting

game out of them. We promised back then that we'd rustle up a cover for the best entry, and we're men of our word. Congratulations, Richard Elliott from Louth, you made us laugh so hard we shat in our pants. So here's your cover.

HOW HE DID IT:

- Your first bike and your Dad's aftershave make up the hero's name: Grifter + Rabanne
- Your fave brand of jeans and your least favourite TV Gladiator make your diabolical villain: Dr Valentino + Zodiac
- Your gran's full first name plus your star sign make the luscious heroine: Doris + Aquarius
- Your worst phobia plus the colour of your front door make the name of the island where it's set: Black + French Island
- An animal that starts with the same letter as your first name, and a weapon with the same first letter as your surname makes up the game name: Ringworm + Exocet



SCENARIO

- ▶ You play GRIFTER RABANNE, a battle-hardened soldier of fortune come back for one last deadly mission. Forces commanded by the evil mastermind DR VALENTINO ZODIAC have captured your girlfriend, the stunning brunette DORIS AQUARIUS and imprisoned her in the rat's nest of tunnels under Black French Island. Shouldering your 50mm armour-piercing Alorotom RE-20, you set out, unaware the diabolical DR ZODIAC plans to capture you and use you as the brainwashed leader of his zombie invasion force; target: Washington DC! Do you have the guts to evade his clutches and save the world?



Directional Buttons
SELECT START
L R L R
T = Start Game & Pause During Game
Buttons = Turn Left and Right, Climb & Dive
Machine Guns
on the Title Screens)
Weapon
Analog Controller the Left S
plane.
mode when the LED i
exist. You
open.

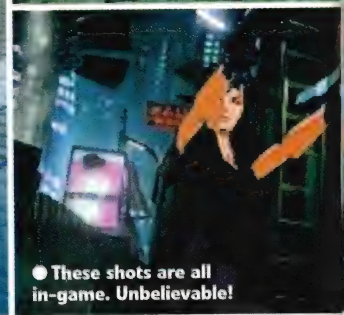
● The dialogue's all well-scripted. The plot even makes sense



● The Manga-style characters look extra cool



● These shots are all in-game. Unbelievable!



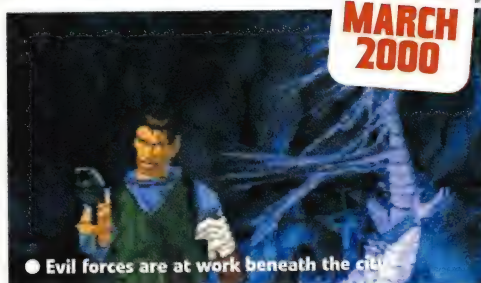
BETTER THAN THE MATRIX

A dark, brooding sci-fi epic that's more groovy than movie. With its twisted plot and in-your-face violence, it's gonna be one helluva ride

> FEAR EFFECT

Fear Effect's a Manga-tinged actioner with some of the most stylish visuals you'll ever see on PlayStation. What just kills us about this is the way the plot bits dissolve seamlessly into the action. You watch the cartoony chunks of plot unfold, then suddenly you're inside the action, running, leaping huge chasms on Tokyo rooftops and blasting people with Dirty Harry-style pistols.

The visual style never changes: even the action bits look like high-quality Manga. No Final Fantasy 7-style cutscene comedown where the detailed, lush visuals turn into crudely drawn puppets as soon as you regain control. You'll find yourself watching a huge chase scene with hundreds of animated characters, then suddenly you're on the run yourself, with hundreds of people running next to you. Then you're in the middle of a tense guns-drawn face-



● Evil forces are at work beneath the city

off with your enemies, alone. Fear Effect uses never-before-seen technical wizardry to keep background action moving while you're playing in the foreground, so you feel like you're part of a huge, epic world. An epic world in which Satan and his slaves are abroad. Be afraid.

OUT
MARCH
2000



● The train moves in the background as you fight

ALSO COMINGUP

Look out for these reviews in PlayStation Plus soon



OUT
MAR

HOGS OF WAR

Wacky warfare starring a squad of war pigs who you lead to total domination or defeat in a funny, violent struggle against your mates



OUT
DEC

NASCAR 2000

Big American sports cars drive on huge ovals at extremely high speeds until one of them wins. Not looking like Gran Turismo material



OUT
DEC

KNOCKOUT KINGS 2000

The kings of the ring batter each other bloody in this intense boxing sim. Looks-wise it's ace, so we've got high hopes for this 'un



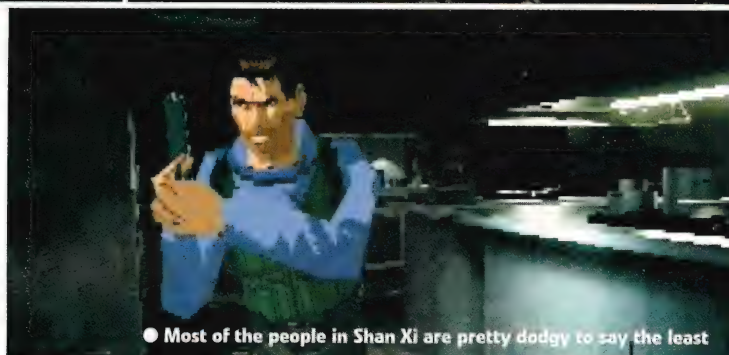
OUT
JAN

TEST DRIVE 6

Big cars like Dodge Vipers scream out onto international race courses for the sixth instalment of the racing series that refuses to die



'AS THE GAME UNFOLDS THE CHARACTERS WILL GET SUCKED INTO SUB-PLOTS, CAPTURED, OR KILLED!'



● Most of the people in Shan Xi are pretty dodgy to say the least



● The further you get into Shan Xi, the more violent things get



● Sexy Manga girl is a dab hand with all sorts of cyberpunk weaponry

THE DARK IS RISING

What's superb here is the three heroes, each with different personalities and abilities, aren't your usual square-jawed videogame types. They're rock-solid mercenaries who're sucked into the shady city of Shan Xi by pure lust for money.

The tough trio are out to save the daughter of a big businessman, but they're only doing it to earn a crust. As the game unfolds, they're sucked into sub-plots, captured, killed; you switch between the three like the action cuts in a film, rather than level-by-level.

You'll be helping each other in a massive frenzied shoot out, then suddenly you'll be separated. Without warning, you're playing one character, on your own, wounded, and trying to get back to the others. Then you'll hook up with one mate and have to rescue the other from a Triad stronghold. When this game's on the move, it is slick beyond belief.



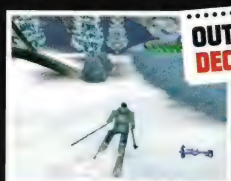
TEST DRIVE CYCLES

It's Test Drive, but on motorbikes. Whatever will they think of next? Looking unlikely to trouble Moto Racer 2 at present. More news soon



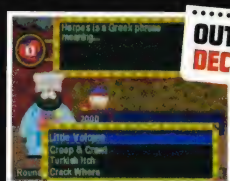
ARMORINES

Space marines take on a many-legged insect menace. It's Starship Troopers meets Quake 2 as you cleanse level after level of evil bugs



TOMORROW NEVER DIES

James Bond shoots his way through the evil stooges of press baron Elliott Carver, inbetween bouts of skiing in this 3D adventure



CHEF'S LUV SHACK

Comedy quiz show effort with loads of game styles and the whole South Park gang. Start exercising your chuckle muscles now



PSYCHIC FORCE

Weirdo Japanese beat 'em up where all the characters can fly, and most of 'em have strange psychic powers. The visuals are stunning



DIE HARD TRILOGY 2

Another three-games-for-the-price-of-one Die Hard offering. Again, it's a mix of exploring, driving and lightgun-based shooting. Should be cool

THE BIGGES

JOYPAD IN THE WORLD EVER

This enormous two-player joypad brings the arcade experience into your home. But you'll have to knock down a wall or two to get it in there

Out before Christmas, this Vanessa Feltz of a joypad will set you back £49.99. It measures four feet long by one-and-a-half feet wide. Its underside is armour-plated with sheet metal. It weighs in at six kilos, about as much as a stereo.

Two of you can duke it out using the arcade-style sticks and big plastic buttons, making it ideal for Tekken 3. For health reasons, don't sit side-by-

side and lay it across your knees, but lay it on the floor or on a sturdy table, so you're fully equipped for full-on button-hammering arcade action. It's also ideal as a disco dancefloor for small dogs. Cool.





▲ The Dual Shock pad is tiny in comparison to the monster

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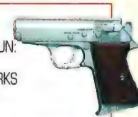


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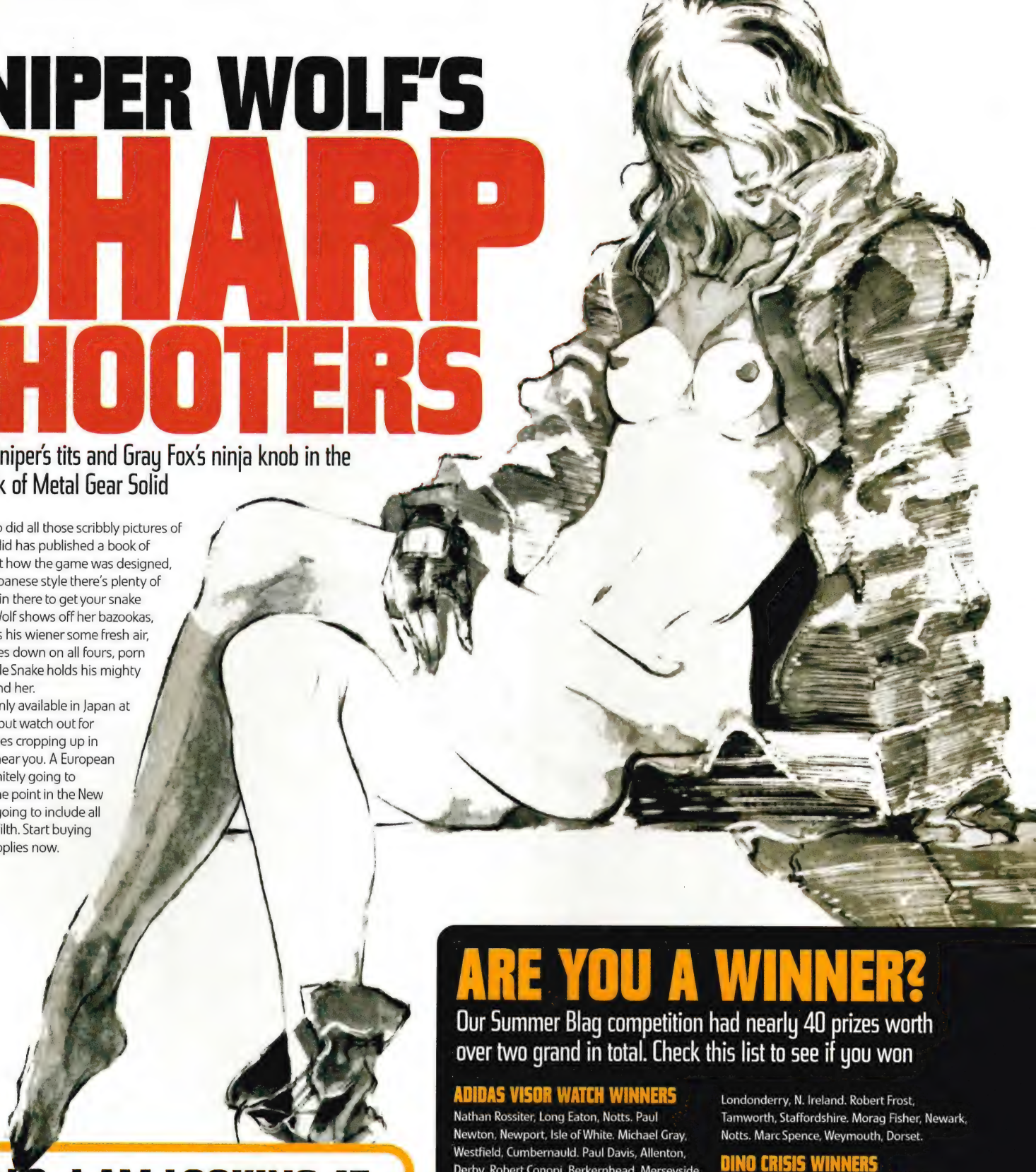
The entertainment magazine

SNIPER WOLF'S SHARP SHOOTERS

See the Sniper's tits and Gray Fox's ninja knob in the dirty book of Metal Gear Solid

The artist who did all those scribbly pictures of Metal Gear Solid has published a book of artwork about how the game was designed, and in true Japanese style there's plenty of raunchy stuff in there to get your snake solid. Sniper Wolf shows off her bazookas, Gray Fox gives his wiener some fresh air, and Meryl goes down on all fours, porn flick style, while Snake holds his mighty weapon behind her.

Sadly, it's only available in Japan at the moment, but watch out for imported copies cropping up in comic shops near you. A European version's definitely going to appear at some point in the New Year, and it's going to include all the Japanese filth. Start buying in Kleenex supplies now.



HELLO, I AM LOOKING AT YOUR MUM'S HUGE CRAP

Damianos Hodiocolou from Cyprus stuck his free stickers from the October issue on his friend's mum's toilet door to make this charming phrase, and win a prize in our 'I Love Fat Dogs' sticker compo. Damianos wins a copy of Sled Storm for being so horribly offensive.

These runners-up also get a copy of Sled Storm: ■ Kit Delane, Kent ■ Lee Frier, Rotherham ■ Tom Howse, Cheshire ■ Tom Dorkin, Hants ■ Andrew Hadley, Worcs ■ Michael Halliday, Hampshire ■ Joseph Watson, County Durham ■ Ross McWilliams, Clacks ■ Rod Armes, London

ARE YOU A WINNER?

Our Summer Blag competition had nearly 40 prizes worth over two grand in total. Check this list to see if you won

ADIDAS VISOR WATCH WINNERS

Nathan Rossiter, Long Eaton, Notts. Paul Newton, Newport, Isle of White. Michael Gray, Westfield, Cumbernauld. Paul Davis, Allenton, Derby. Robert Conopi, Berkernhead, Merseyside.

ZAP PAGER WINNERS

S Coakes, Lytchett Matravers, Dorset. J J Small, Alveston, Bristol. James Gowder, Brickhill, Bedford.

FUJIFILM INSTAX CAMERA WINNERS

G Hetherington, New Addington, Croydon. Simon Copsey, Addlestone, Surrey. Ashley Woodward, Northants. Smita Patel, Preston. Luke Goddard, Slough, Berkshire.

AIWA MINI DISC WINNER

Adam Wright, Northampton.

MAN UTD SHIRTS & BOOTS WINNERS

Howard Coop, Wilstead, Beds. Graeme Taylor,

Londonderry, N. Ireland. Robert Frost, Tamworth, Staffordshire. Morag Fisher, Newark, Notts. Marc Spence, Weymouth, Dorset.

DINO CRISIS WINNERS

Dan Lezano, Werrington, Peterborough. Kris Stoddart, Morpeth, Northumberland. David Callaghan, Stockport, Cheshire. Johnathon Whitaker, Bradford. Ian Taylor, Wigan, Lancashire. Andy Orford, Darrow in Bressingham, Norfolk. Daniel O'Sullivan, Basingstoke, Hants. Gary McBrien, Lisbellaw, Co. Fermanagh. Jason Bright, Reading, Berkshire. James Morrison, Newton Abbey, Co. Antrim. Ian Rodman, Ashford, Middx. Mark Newbould, Eagle, Lincoln. Beverly Ann Marley, Sunderland, Tyne and Wear. Jason Buckley, Manor Park, Slough. John J Smith, Blackburn, West Lothian. Shahzed Hussain, Balsall Heath, Birmingham. C Markey, Long Ditton, Surrey. James Wilson, Stevenage, Herts. Anthony Moore, Faversham, Kent. Lee Foley, Wallsend, Tyne and Wear.



PLAYSTATION 2'S LIVING, BREATHING WORLDS!



● These shots are all in-game. Check out the detail on them



● A Slig faces an armada of airships



● See how background detail remains high



● Alf's Rehab & Tea: a sanctuary for escaped Mudokon slaves



● Use sophisticated Gamespeak to chat to mates



● Oddworld looks stunning



● Scenes are soaked in magic

See this? It's the new Oddworld epic as you will play it on PlayStation 2. Now collect your jaw from the floor

> MUNCH'S ODDYSEE

This is Munch's Oddysee. You'll be playing it in September next year when it's released on the same day as PlayStation 2. Imagine Abe's Oddysee set in a huge sprawling 3D world filled with bizarre life forms getting on with their lives all around you. Imagine being able to use the super-responsive analogue buttons of the Dual Shock 2 to operate the most intense Gamespeak system ever. You can interrogate, harass, bully, chat up, beg, lie and just natter to any of the Oddworld inhabitants you encounter.

Munch's Oddysee is unlike any game you've seen. The star is Munch, a tragic and crippled survivor of cruel animal experiments, out to save the world with the help of Abe, who he can't stand. The whole world is packed with evil Vykker vivisectionists, Glukkon meat merchants who have

terrible problems with lung cancer, whining Mudokons and huge, wild Meetles – each with distinct personalities.

You'll find yourself ordering people around, managing huge groups, dishing out narcotics to your co-workers, travelling across the world alone and going on the run across vast wildernesses pursued by evil, gun-toting Sligs. You play both Munch and Abe and, with the help of Abe's psychic powers, you'll be able to control all the creatures of Oddworld at one time or another.

There are no levels, just a whole world to get to grips with. Injured characters carry scars and bandages. You'll be able to spot people high up the social ladder by the quality of their suits. You'll end up changing the world around you, or just meeting people and making up your own story. It's up to you. Plan to take the whole of next September off while there's still time.

OUT
SEP
2000



● Each creature on Oddworld has a life of its own





● There's mile after mile of untamed wilderness to explore, or to turn into farmland

SLICK SILKY SMOOTH SLIG

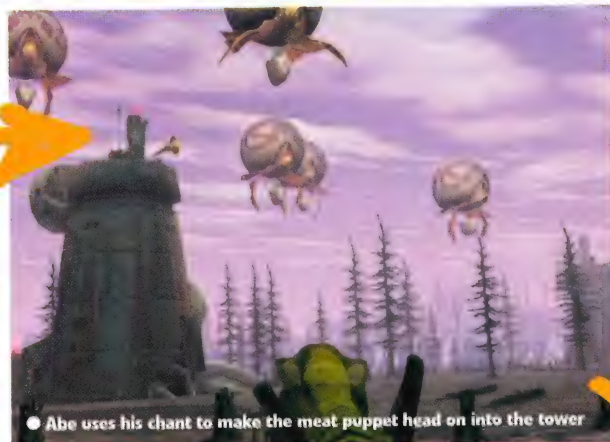
Just check out this sequence where a Slig, possessed by Abe's psychic powers, runs to the top of a guard tower to set off an alarm to warn the surrounding Mudokons about an attack by airships full of Vykkers scientists.

It moves so smoothly you don't believe you're watching real-time gameplay. This agility and smoothness is due to a new system which allows characters to react intelligently to their surroundings: no more trying to line yourself up perfectly with the staircase right in front of you.

The Slig 'knows' there are stairs there, so it goes ahead and climbs them. It also jumps straight into position next to the alarm horn and starts winding the crank with all its might. That'll apply to picking up objects, jumping to platforms and shooting people, meaning every character in the game moves in a smooth way.



▲ The Slig's been possessed by Abe's psychic powers. Through its eyes, Abe sees the evil Vykkers' airships appear over the horizon



● Abe uses his chant to make the meat puppet head on into the tower



● Once the Slig gets to the top, it sets off an alarm, warning everyone that the enemy ships are coming



● The Slig is frantically trying to reach the warning Klaxon

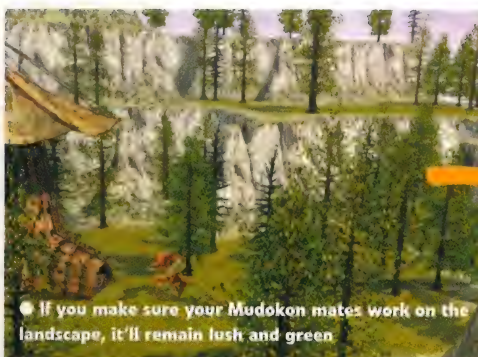


● The way the Slig climbs the stairs is Toy Story-smooth

THE WORLD IS YOURS

You start off when Munch, who's a withered, wheelchair-bound freak called a Gabbit, is kidnapped by Abe. The pair set off across the world together, with Munch carping at Abe about how carelessly he pushes his wheelchair. From that beginning, you can move up to manage corporations, rescue tortured lab animals, cause industrial accidents, steal credit cards, become the Messiah, or join the Glukkon bad guys.

As you can see in these shots, there's plenty of people around, and you can influence all their lives. You can even change the landscape by your actions: here, a badly-managed Mudokon farmland goes tits up. So looking after the planet and its inhabitants is vital for its future survival.



● If you make sure your Mudokon mates work on the landscape, it'll remain lush and green



● If you don't make your co-workers put in the hours, the whole place dries up and turns into a barren wasteland



● One Scrab wanders towards a Mudokon outpost. Get your workers indoors fast, or they're lunch

FOLLOW THE HERD

Most of Oddworld is pretty untamed, so when you're wandering the wastelands you'll meet wild Scrabs and Meetles in packs. You can enslave them, herd them or shoot and eat them if you're heartless enough. The attention to detail in Munch's Oddysee is so hardcore, even the animals act like they're really alive, growing old, running in herds, feeding and socialising with each other. Check this herd of ferocious Scrabs mooching across the landscape at full speed. If you should have a run-in with them and you're not on board a Meetle-powered truck or armed to the teeth, you're in trouble.



● A huge herd of wild Scrab are right behind it. Start running – and fast!



● Get big enough in Oddworld, and you can farm Scrabs



● Thick as bricks, but they act like unpredictable animals



● If you're in a house or a truck, you'll be OK. Scrabs aren't exactly the smartest of creatures

ALF GETS ODD

On the far right is Abe's biggest fan. He's called Alf Gamble from Leicester. His wife died two years ago, and the only thing that kept him going was playing Abe's Oddysee. He liked it so much he even got an Abe tattoo. When the Oddworld gang got wind of this touching tale, they decided to name a character in Munch's Oddysee after him. Alf's Rehab & Tea is a cosy drop-in centre for Mudokons who've managed to escape working for the evil corporate Glukkon empire and who want to give up caning the brew that the Glukkons dole out. It's going to be a major feature in the game, so Alf'll be over the moon.



● Alf's Rehab & Tea is a drop-in centre for Mudokons who've escaped the Glukkons' evil slave trade



● But the inside of the real Alf's house looks strange, thanks to this BBC film crew



MOLOKO CATCH BEAT MANIA

Beat Mania is going to be released in January next year. It's a DJing game where you use a deck-shaped peripheral to scratch-mix tunes, and it's going to feature Moloko's Sing it Back, one of the biggest Ibiza hits of the summer. Moloko's mega-smash is just one of the many tunes you'll get to cut,

scratch and drop samples into in Beat Mania, in styles ranging from cheesy house to drum 'n' bass. We've played Beat Mania loads, and it's class in a glass. We just hope they keep the price of the virtual decks down at a reasonable level so everyone can have a go.

WHERE EAGLES DARE

Pure jet-fuelled adrenalin's the main thing in Eagle One: Harrier Attack, slated for release early next year. You play the daring pilot of a Harrier jump jet, out to save the world from a terrorist menace. What's cool is that both you and the terrorist vermin fly around in a fine selection of the world's best combat aircraft, and all the weaponry is likewise super-authentic. You'll be swooping and diving at terrorist gun emplacements, barrel-rolling out of the way of Sidewinder missiles, and taking on huge squadrons of tracer-bullet-firing MiGs, just like in Top Gun. There's a two-player dogfight mode as well, which looks pure class. More news as we get it.



▲ A Harrier closes in for a frigate kill



● Discworld, one of the 'wackiest' games ever. Yeah, it really looks like a laugh...

Next January, Terry Pratchett fans should go nuts for Discworld Noir, a point-and-click adventure where you play overcoated investigator Lewton checking out funny goings-on in the weird fantasy world of Discworld. Expect big name voice-overs, a laugh-a-minute script and weird object puzzles in plenty. It's a detective yarn with a bit of Monty Python thrown in. If you fancy a giggle it's worth a look.

TIME TO BURY THE PRATCHETT?



● Italian Job skids onto your PlayStation 2 in 2000

● Anorexic
enorak: skeletal
stand is for super
hardcore only

'YOU WERE ONLY SUPPOSED TO BLOW ITS BLOODY HEAD OFF'

Classic films and TV series are coming to PlayStation in packs next year. First up, we've got a Resident Evil-style adventure based on the classic gore series *Evil Dead*, due on PlayStation 1 mid year.

It's going to feature plenty of chainsaw action, gore galore, and the movie's main character, Bruce Campbell, will do the lead's voice. Campbell says on his website that 'renting is for losers - you need to BUY this game!' Short of cash by any chance Brucey?

In the money is Michael Caine, whose 60s hit *The Italian Job* is being made for PlayStation 2. It's still a year away. And finally, old-time hick car-fest *The Dukes of Hazzard* is destined for our consoles. A dream come true then.



SLIP-SLIDING AWAY

Our top tip for the footy title of 99 has slipped a bit. ISS Evolution, the super-smooth fluid footy sim that knocks the spots off pretenders like FIFA 2000 and This is Football has skidded off its original December release date. You won't be able to get it till February 2000 which is a back pain in the kecks. But if you've got the patience, it'll be worth the wait.



BLACK STEEL

For 300 notes, you can recreate a Saturday in HMV but without queuing

Topping our 'What the HELL is that?' list at the moment's this Star Trek-esque PlayStation cupboard that gives you space for your console, your games and your pads. It's based on the design of those demo stations you get in HMV, so if

you've ever fancied letting your mates have a ten-second go on your games while you stand at their elbow sighing impatiently and making tutting noises, this'd be ideal. Sadly, it costs £300, so it's a bit of an expensive thrill.

KILLER OOPS: SCI-FI RACER BOASTS MORE TRACKS

A couple of months back, we reviewed Killer Loop, a pretender to Wipeout's throne. 'Cept we said there were only 12 sleds when there was 15, and five tracks when there are nine. It's still no Wipeout, mind, but mistakes is mistakes. Be assured that the reviewer responsible has 'disappeared' and that police continue their search for his remains.

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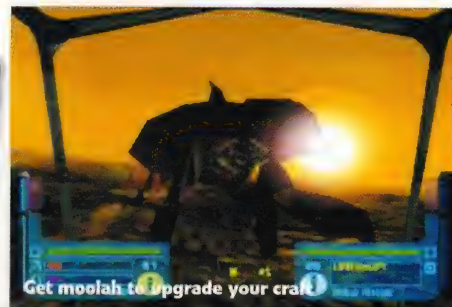
● Red Sun's our tip for the best 'Station space shooter'

> COLONY WARS: RED SUN

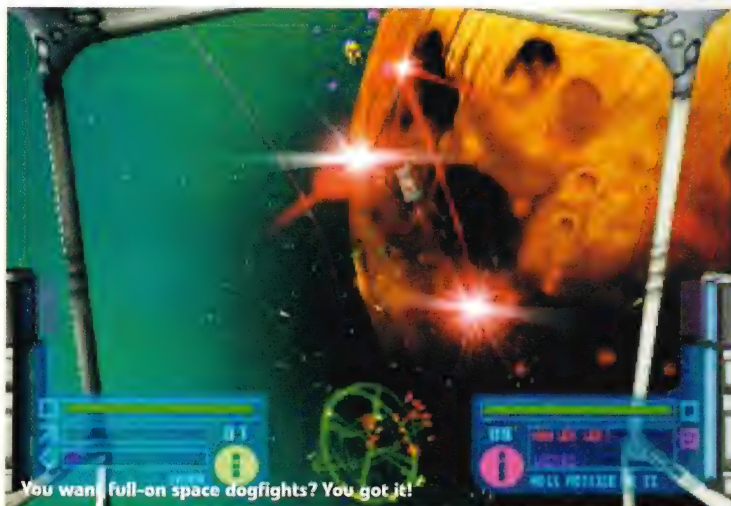
In the first two *Colony Wars* games you played a bright-eyed young Luke Skywalker type, swooping through space dogfights in the epic battle between the League and the Navy. But who'd want to be Skywalker when you could be Han Solo? That's where *Colony Wars: Red Sun* comes in.

You play a space mercenary who dogfights his way through space ports, solar flares and giant space anomalies in search of a mysterious super-spaceship called the Red Sun. Money's the main thing on your mind, as you take on squadrons of fighters, space transports and sinister robot Sentinels in the depths of the void.

OUT
JAN
2000



▲ The surface levels have been improved



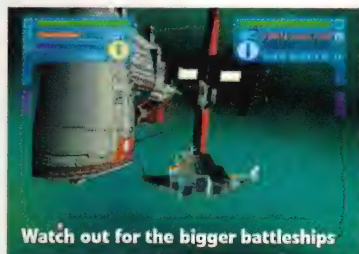
SOLAR FLARES ARE IN

The scenery plays a much bigger part in *Red Sun* than in any of the previous *Colony Wars* games. On some levels, solar flares create radar blind spots, and 'anomalies' drain your ship's power. On the planet surface missions, you'll find yourself barrelling through canyons in pursuit of



fleeing spacecraft, or staying low to avoid anti-aircraft flak.

The enemy fighters are a lot more disciplined in this one too: squadrons stay in formation during firefights, making large groups of fighters extra fearsome. But they're not stupid. Cripple a couple and the survivors will pull back and regroup with other fighters before swooping in to disintegrate your sorry ass.



Watch out for the bigger battleships



ADRENALIN OVER

Pilot super-charged jets and dice with death to gain precious seconds in N-Gen, the high-speed Gran Turismo of the skies

> N-GEN

In jet racer N-Gen, coming out February next year, the whole game's about taking suicidal risks. You pilot a massive fighter jet, racing against a bag load of other super-powered planes all screaming along, just inches above the landscape in real locations around the world.

See, the closer to the ground you fly, the faster you go. If you're shaving the grass with your undercarriage you'll hit speeds of over 1000mph. And it really feels like it, too.

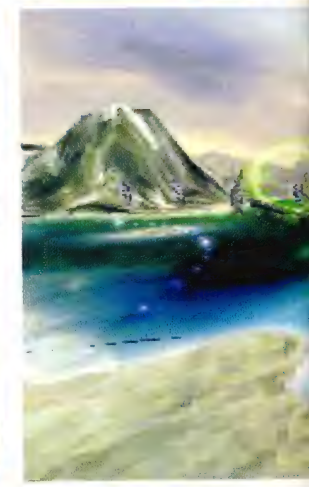
One mistake and you turn into a rain of charcoal and shreds of metal spread over a couple of square

miles of hillside. The gulleys, hills and mountains keep coming at you at ridiculous speeds until you mess up and crash, costing valuable seconds while you restart.

Thing is, if you get too high up, your engine stalls and you'll end up crashing anyway.

As if that wasn't enough, there's guns and missiles as well. It's so fast it's difficult to aim at people, but with practice you'll be able to take your opponents down with Sidewinders even on the stickiest courses. You can also take shortcuts to shave seconds off your time, but if you leave the track for too long, your engine cuts. Nasty.

OUT
FEB
2000



SUPERSONIC DEATH!

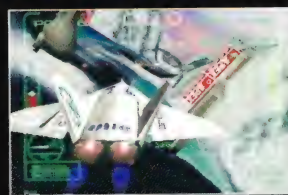
N-GEN MOMENTS THAT MAKE WIPEOUT LOOK LIKE THE SUNDAY DRIVER'S CHOICE

HEADS DOWN LADS!



■ On all the courses, you'll come up against bridges of all shapes and sizes. Flying over the bridge will keep you safe, but you'll lose speed. Under, and the question is: do you feel lucky?

FLIP 'ER OVER

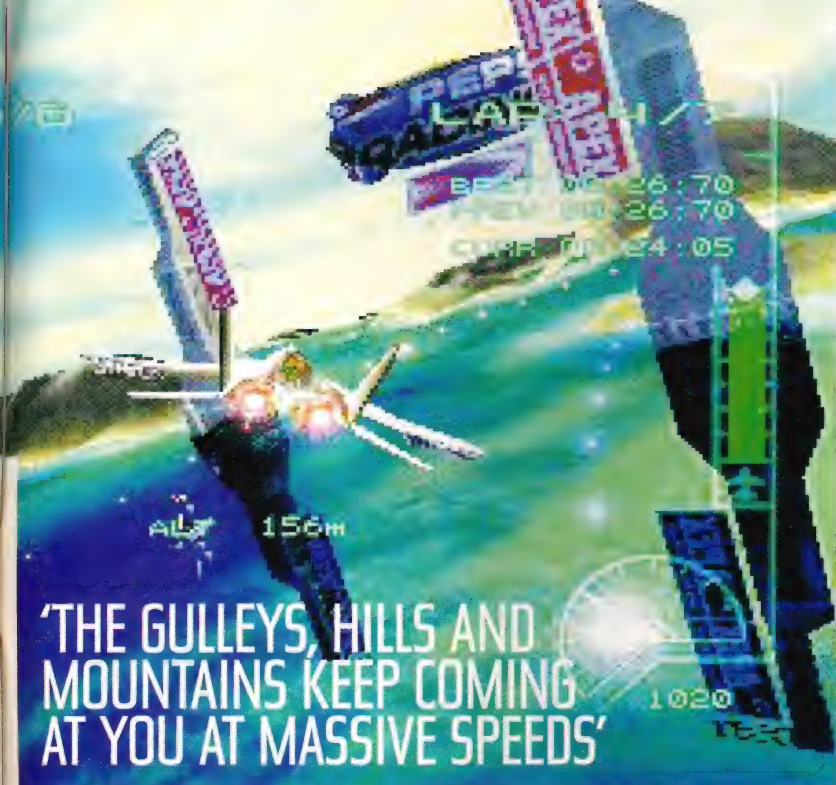


■ Taking planes through narrow gaps on their side is one of the most crucial skills. You can take short cuts, but if you leave the track for more than four seconds your engine cuts, so be careful

POWER ME UP



■ You swoop up through these green rings to get weapons. If you're good, you'll be able to lunge up, grab the power-up and be back down skimming the grass at max speed in seconds



DOSE!



DEATH RACE TURISMO

This moves faster and looks better than just about any arcade racer you could name. But they've made an effort to give it a bit of depth as well. You can buy loads of upgrades for your planes and tweak performance every which way until you've got the ultimate flying machine. There's four leagues of planes, starting with normal fighters and going up to NASA prototype attack jets. Within each league, there's plenty of scope for using engine hardware and body modifications to tease ever more brain-frazzling speeds out of your jets until you've come out top. Or you can spend your money on stabilisers and stuff to make your jet handle a bit more smoothly. But that's obviously the girls' option.

USE OF WEAPONS



■ A noise you'd best get used to hearing is the beep-beep-beep of missiles locking. Here, it's fine 'cos it's some other sucker in the crosshairs, but wait till there's a heatseeker locking on your ass

BURNING UP



■ Crashing and burning's all part of the action. You can toughen up your plane with armour, but unless you learn to avoid crashing, you'll keep dying, costing yourself valuable seconds

LARA STRIPS!

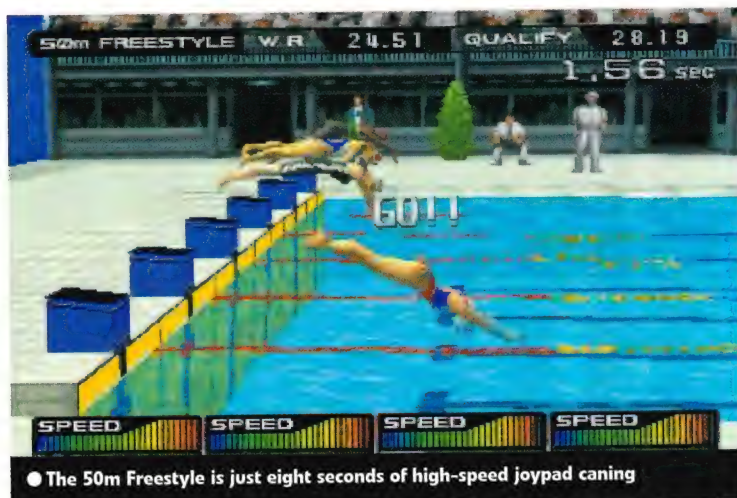
Lara Croft's going to star in her own comic strip, *Medusa Mask*, released late November. Lara's struggling against an international gang of cultists who're trying to grab the legendary Medusa Mask. Business as usual for Ms Croft, then. Three comics in the series, priced £4.99 each, will be released in November, with more issues to follow.



X-RATED SILENT HILL COMIC - BLOODY HELL!

Also coming out in November is the comic book of *Silent Hill*. If the game's dark, bloody atmosphere grabbed you, you should check out the comic, 'cos it's kind of like a Director's Cut with all the extra-nasty bits they couldn't put in the game. Demon foetuses get chopped to bits, people snort hallucinogenic drugs left and right, and the blood-spilling just doesn't let up. The comic, done by top 2000AD artists, also makes sense of the game's fearfully weird ending. It's priced £12.99.





● The 1000m cycle race does terrible things to your thumbs

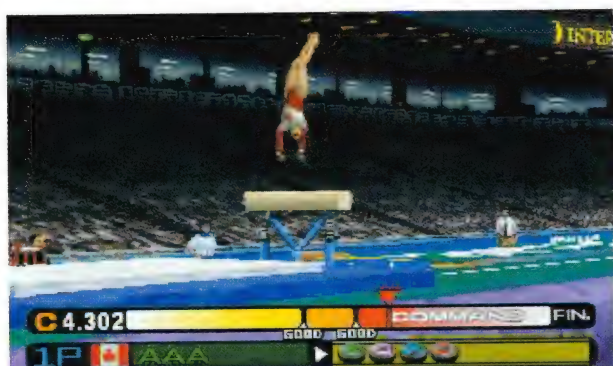
YOUR THUMBS ARE GOING TO

International Track and Field 2 is tailor-made for four players. It's fast. It's easy to play. All you need are fingers of steel

> INTERNATIONAL TRACK & FIELD 2

The first International Track and Field was one of the best multiplayer games ever. Now it's coming back, with better graphics and a total of 12 ass-kicking athletics events. It's a simple formula. Loads of athletic events, all open to one to four players. Some you have to push buttons in rhythm to win, some you have to press button combos to win, but in the best of them you just hammer buttons as fast as you can. Some people use coins to hit the buttons, some whack their joypads on the table, others fracture their thumbs. It's hysterical with four players, still brilliant with two. Here's a few events you'll be competing in.

BLEE





THE RETURN OF RAMPANT ROAD RAGE

Blow your friends to shreds and make like a car compactor in part two of the best collision of cars 'n' carnage around. This is like Quake 2 on wheels

> VIGILANTE 8: SECOND OFFENCE

Vigilante 8 gave you cars totting more firepower than a battleship and the opportunity to unleash them on your mates in chassis-shattering combat. When Vigilante 8: Second Offence ram-raids your PlayStation this January it will take four-wheeled savagery to such levels that even the most pedestrian unbeliever will bow before the gods of auto-war!

It's like a gasoline powered Quake 2 as you head out to do battle in motors ranging from a sleek family saloon car to a garbage truck. On the menu of motorised mayhem this time round you have loads more cars, bigger weapons,

and huge new outdoor courses littered with high-end ordinance, together with improved visuals and pumped-up multiplayer modes.

The new weapons are way more powerful than the ones in the first Vigilante 8. Check out the Gatling gun. It fires a stream of hyper-speed shells so powerful it spins cars round when it hits home.

The multiplayer stuff includes a head-to-head deathmatch, co-operative deathmatch against the computer and a quest mode where you and your mate try to complete missions like protecting important buildings from huge gangs of vicious tooled-up motor-villains.

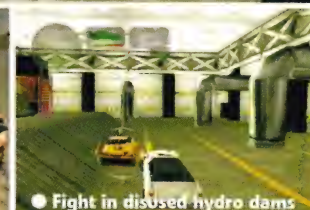
OUT
JAN
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● Astronaut Bob O's moon buggy comes courtesy of NASA



● One player's pretty intense



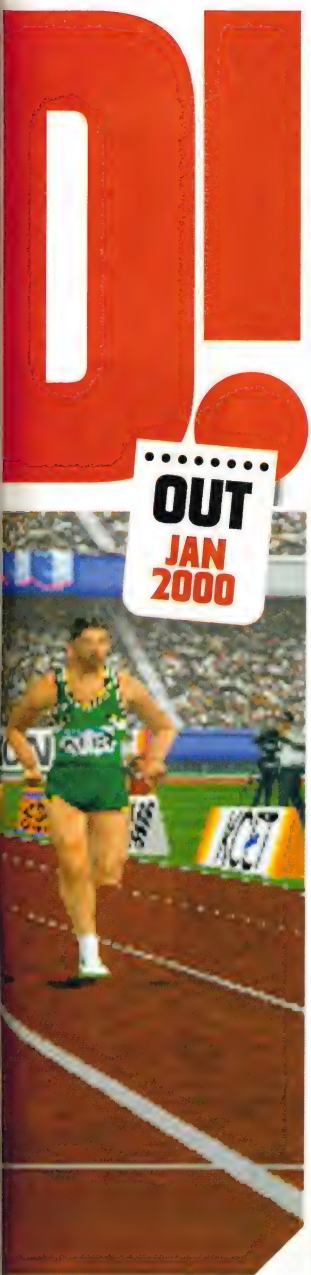
● Fight in disused hydro dams



● Two-player mode will bring you closer to your friends. Close enough to turn them into mangled, burnt out wrecks



● Vertical split - good for aiming missiles at higher-up targets



DANGEROUS DRIVERS

Along with eight of the original characters retained from the first game, the ten new in Second Offence should provide plenty of ways to kill and be killed, all with their signature vehicles and special weapons. Here's a sampler...



● YEEHAAW! Stuff it, stuff it - plenty



OBAKE

AGE: 19

VEHICLE: The Tsunami 3x dune buggy
SPECIAL WEAPON: The Rift Blade targets nearby enemies with concentrated light



ASTRONAUT BOB O

AGE: Unknown

VEHICLE: The Lunar Explorer moon buggy
SPECIAL WEAPON: The Collector picks up your mate's vehicle and rattles it about

COMING UP



> GRAN TURISMO 2

This is just 38 of the 594 motors you'll get to play with in Gran Turismo 2. Fans of the first one will know what to expect here: each of these motors is pretty tasty when it rolls off the production line, but the game lets you fit engine upgrades, tyre mods, and racing-spec parts to get the most out of your motors.

You can coax stunning performances out of your cars, or mess up the tuning and listen to them make

OUT
JAN
2000

groaning and whining noises as they judder down the straights. With races in GT2 ranging from rallies to straight-up high speed races, you've got to have your motor purpose tuned before you hit the track.

But don't think you've got an excuse not to buy GT2 if you don't know cars inside-out. There's four ways to play, from Beginner up to Professional mode, and even if you don't know your Dodge Vipers from your dodgy wipers, you'll be able to pick it up and start playing.

Once you're hooked, we're promised there's an entire year of gameplay in there, as compared to four months' worth in the first GT. We can't wait.



OVER 590





REAM CARS

AND YOU'VE GOT THE KEYS TO 'EM ALL!



■ Photograph of Adrienne by Adam Watson

IS SHE OUR LARA?

Who will you choose to play Lara Croft in next year's *Tomb Raider* movie? Good question, and there's only two months left to make your decision.

Last issue we invited you, our crumpet connoisseurs, to mark out of ten the ladies on the list of likely Laras. We've been waiting tongues-a-quiver in anticipation to see who you like enough to make you elect. That's *elect*. If our coy candidates don't tickle your fancy, you can always nominate your own favourite firecracker.

From your ratings so far, it's British bird Zeta-Jones nesting at the top of the talent tree. Hot on Ms Jones' heels are the delectable Sarah-Michelle Gellar and wunderbar Wonderbra model Kelly Brook.

Last month's top-heavy Aussie sheila Nici Gerrard didn't light your testosterone touch-paper though. But in our ongoing effort to tout some

fresh totty, we bring you Swiss lovely Adrienne Batberger.

Adrienne's a red-hot model who's mad on the outdoors. No wonder then that she'd be the perfect candidate for the role of luscious Lara.

So look long and hard at her credentials and write in and let us know what you think. Remember, we'll pass on your final choice to Paramount studios, the Hollywood bigwigs producing the film, and we'll have a natter with the number one herself. We'll knock up a rather natty poster of the lucky Lara-a-likes for you too.

So keep your votes coming hard and fast and let this list of could-be Crofts inspire you.

- Tia Carrere from *True Lies*
- Sandra Bullock from *Speed*
- Liz Hurley from *Austin Powers*
- Jennifer Lopez
- Denise Richards from *Starship Troopers* and *Wild Things*

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